

ISSUE 2



NEWS > **REVIEWS** > **PREVIEWS** > **TIPS & CHEATS** > **COMPETITIONS & MORE**

MARIO KART

Roars onto Game Boy Advance

**EVERYTHING
YOU NEED TO
KNOW ABOUT
GAME BOY
ADVANCE!**


REVIEWED

PITFALL
HOT POTATO
IRIDION 3D
JURASSIC PARK 3
SPIDER-MAN
LEGO RACERS 2
BACKTRACK
EARTHWORM JIM
BOMBERMAN TOURNAMENT



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ADVANCE
GAME
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GAME BOY ADVANCE

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GAME BOY ADVANCE



FULL GAME LISTING

REVIEWS

| | |
|---|----|
| Mario Kart: Super Circuit | 06 |
| Back Track | 10 |
| Hot Potato | 11 |
| Bomberman Tournament | 12 |
| Earthworm Jim | 14 |
| Iridion 3D | 14 |
| Jurassic Park III: The DNA Factor | 16 |
| Lego Racers 2 | 18 |
| Pitfall | 19 |
| Spider-Man | 28 |

TIPS & CHEATS

| | |
|---------------------------------|----|
| Mario Kart: Super Circuit | 22 |
| Bomberman Tournament | 34 |
| Super Mario Advance | 38 |
| Tony Hawk's Pro Skater 2 | 46 |

**These Game Boy
Advance games
just keep on
getting
better and
better! Check
out the
instant
classics in
this issue -
you'll just
love Mario Kart
and Back Track!
Nice one
Nintendo!**

TIPS!

**FOR THE BEST
GBA GAMES!**
Over on page 22 you'll
find the start of our
expert playing tips
guides to the best
Game Boy Advance
games.

REVIEWED



Mario Kart: Super Circuit

Four-wheel action with
Mario and his mates!



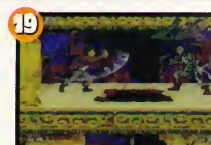
Bomberman Tournament

The bomber returns with
some multiplayer mayhem!



Jurassic Park III: DNA Factor

Beware the big beasts -
they bite!



Pitfall

Can you keep Harry away
from peril?



Spider-Man

Look out! Our favourite
sticky hero is back!

GBA Breaks All The Records!

Nintendo has certainly got something to pop those champagne corks for! If you own a Game Boy Advance you should be aware that you've played a part in videogame history! All the past records held by PlayStation 2 have been smashed – Game Boy Advance is the fastest selling console ever! With sales of over 500,000 already, shopkeepers are going grey trying to keep up with demand – don't make it easy for them, go out and get yours today!



More GBA Stuff On The Way!

Blaze and Saitek unveil great new GBA Peripherals.

After the exclusive on the new Game Boy Advance peripherals from Mad Catz and Big Ben Interactive in TOTAL GAME BOY magazine, we're proud to present exceptional offerings from both Blaze and Saitek. With so many companies thankfully bounding into the field of GBA add-ons, you're all going to be spoiled for choice when it comes to shopping for that crucial Advance extension!

Saitek boasts a massive range of products they predict will keep any GBA fan 'in the game'. Peripherals available at all good shops, (as long as they're game shops obviously) include a

desktop charger system, car adapter, easy power clip, and travel set, and they're all out on the shelves already, except the Xploder, and the last seven listed Saitek products, which will be out in August!

Blaze, on the other hand, offer you much of the same, plus their fantastic Xploder, especially updated for the Advance. We've tested all the companies' products to the max, and where their items clash, there's no point worrying about which brand to choose, as they're all equally useful and reliable! Those of you out to get the ultimate peripheral collection should go with whatever make you want, and look out for special releases from companies that no-one else has!

SAITEK

| | |
|-----------------------------------|--------|
| Easy Power Clip System | £12.99 |
| Car adapter 2 | £14.99 |
| Desk Top Charger System | £19.99 |
| Two Way Link cable with hub | £8.99 |
| Four Way Link cable | £9.99 |
| Head Set & FM radio | £9.99 |
| Firefly Light | £9.99 |
| Rechargeable Battery Set | £19.99 |
| Travel Set | £29.99 |
| Comfort Kit | £4.99 |
| Protective Case | £9.99 |
| Playable Protective Case | £19.99 |
| 4-Way Link Hub | £19.99 |

BLAZE

| | |
|-----------------------------------|--------|
| System Link cable | £12.99 |
| Xploder GBA | £TBC |
| 4 Player link cable | £9.99 |
| Flexi-Light | £5.99 |
| Flexi-Light | £9.99 |
| Protector Case | £4.99 |
| Protector Case + controller | £9.99 |
| Light Magnifier | £4.99 |
| Light Magnifier Plus | £7.99 |
| AC Adaptor | £7.99 |
| AC Adaptor + Batt Pack | £7.99 |

Infogrames and SEGA Sitting In A Tree!

Infogrames have signed a deal with SEGA to bring out thirteen titles for the GBA, Xbox and Nintendo GameCube, with further titles due to be announced before the end of the year. Commenting on the agreement, Jean-Claude Larue, President of Infogrames Europe said, "We are delighted to enter into this strategic partnership with one of the most respected game developers in the world. The existing and upcoming SEGA franchises will be extremely successful and will have major impact on the Nintendo and Microsoft platforms."

So you may have already played Chu Chu Rocket to the max, but thanks to Infogrames, you now have Sonic The Hedgehog Advance, Advanced Columns and Puyo Puyo to look forward to!



SHAUN PALMER'S PRO SNOWBOARDER

Not content with impressing everyone on Earth with their latest Tony Hawk titles on the GBC and GBA, Activision have added another well-known extreme sports hero to their growing O2 brand of extreme sports titles. Shaun Palmer's Pro Snowboarder will no doubt capture the spirit of stand-up-sledging on the GBC and GBA this autumn in much the same way his stable-mate Tony did with Pro Skater 2.



GBA Launch Goes With A Swing!

Nintendo's History of Handheld Gaming Exhibition celebrates console release.

To celebrate the launch of the Game Boy Advance, Nintendo decided to show just how 'advanced' their new console was by gathering together in one building a complete history of handheld games. We were there, of course, to soak up the nostalgia and party like it was 1985! In the space of twenty five years, handheld gaming has mutated from small plastic LCD bleepy things right up to the technological achievements of the Game Boy Advance. The exhaustive exhibition was held over three floors of London's 93 Feet East building. The first floor contained all of the earlier machines – about as portable as a

microwave. The second floor housed most of the more familiar games, including Nintendo's Game and Watch series alongside a fair few other machines designed by other companies such as Tomy, Casio and Bandai. On the third floor, as you might have already guessed, where the more up to date handhelds. Although there was no sign of the Atari Lynx or Sega's Game Gear, the original Game Boy and everyone's favourite – the Game Boy Color were hanging around. Of course, in the final room, where the guests of honour themselves, the Game Boy Advances! Nearly every machine playable, and all topped off with a good amount of free nibbly things – heaven!



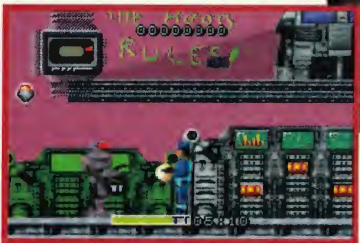
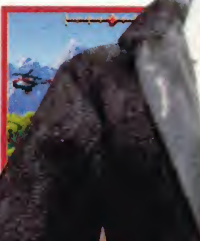
Thunderbirds Are Back!

Oh yes M'lady we're excited!

The lord of darkness alone knows how they do it, but the personnel of International Rescue scored another massive hit in 2000 with the release of the Thunderbirds videos, DVDs, toys and, of course, the GBC game, which rode high in the Game Charts for weeks on end. No doubt SCI are going to try to top that success once again with the release of the GBA version of the fantastic game.

They seem to have changed the basic premise of this title very little for the conversion to 32-bit, which is a shame, but there's certainly no denying that it looks jolly nice. Mode 7 effects, high quality gradient skies, translucency for special effects as well as sprite rotation and scaling will all go together for a true visual feast.

Just like in the last adventure, you get to take control of all of the Thunderbirds vehicles in your quest to defeat the Evil Hood. There seems to be no multi-player options, (which is a real no-no for GBA titles really) but you will be able to link up to Web options from the score screen, and possibly win competitions! It's still early days, but when Thunderbirds is finally released, (hopefully before the end of the year) we'll be able to judge for ourselves if the GBA adventures of Virgil and Co. are as exciting as the makers allege.



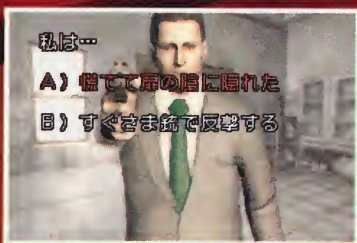
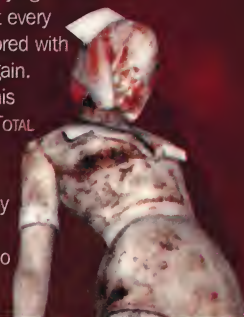
SILENT HILL

Scary Japanese Stories on Game Boy Advance!

Ever played a 'Choose Your Own Adventure' book? Well it looks like Konami Japan has because they've turned their highly successful *Silent Hill* PlayStation game into a creepy storybook for Game Boy Advance!

Books where you can control the direction the characters take, jumping to different pages and eventually ending up at one of a handful of different endings are really popular in Japan. Cashing in on this craze Konami has done a very clever thing. They've got hours of spooky computer graphics footage from the intro sequences and cut scenes of their *Silent Hill* games on PSone and PlayStation2 and they've cut pieces out of this and tied them together to tell a story on the Game Boy Advance. This is no ordinary game, you get to select from multiple options at junctions in the storyline and there's the odd puzzle to work out, but there's no traditional gameplay. Instead you get stills and mini-movies to continue the story. The thrill comes from controlling the destiny of the lead character and trying out different options as you go. Effectively the story can be different every time you play, making it appealing to those who get bored with playing the same level in their games over and over again.

There's no word on whether Konami plan to bring this phenomenon over to the UK, but our sister magazine *TOTAL GAME BOY* is going to start a campaign on your behalf because we think this is a great idea and a welcome addition to the genres of games available on Game Boy Advance. Of course we weren't at all scared when we played the game though – well it was all in Japanese so we couldn't understand a word!



Review

It's the game we've all been waiting for and it's going to catapult the Game Boy Advance to mega-stardom – gentlemen (and lady) start your engines!

ADVANCE INFORMATION



| | |
|-----------|--|
| Publisher | Nintendo |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Racing |
| Players | XXXX |
| Web | www.nintendo.com |

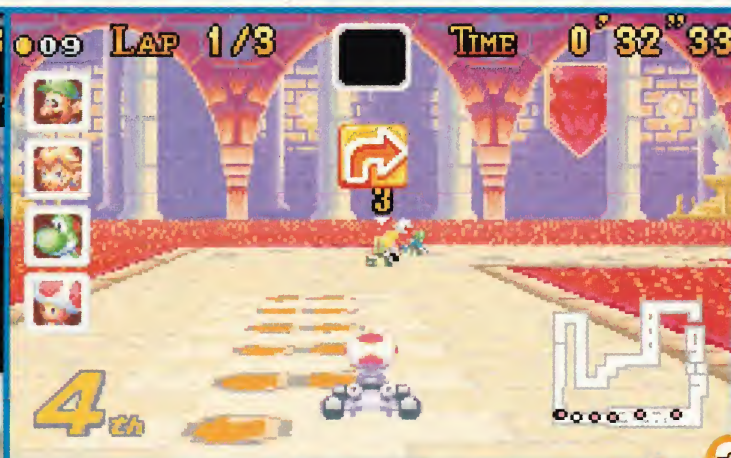
Extras

✓ Link-up ✓ Battery save
X Passwords X Mobile Link



"Mario Kart is a game that has kept generations of Nintendo fans drooling for more ever since it first appeared..."





Mario Kart Super Circuit

From the moment you switch your Game Boy Advance on with the *Mario Kart* cartridge inside you know you're on to a winner! The music starts up, the view pans down through the clouds and Mario, Luigi, Yoshi, Peach and all the gang come into view on their go-karts – the feeling of excitement is overwhelming!

You see, *Mario Kart* is a game that has kept generations of Nintendo fans drooling for more ever since it first appeared on the Super Nintendo way back in 1992. The devilishly simple gameplay that can also become frustratingly challenging when you add in cool power-ups, road hogs and mad jumps. The excellent locations for courses and the clever cup system that makes you work at achieving

golds in each cup to unlock hidden tracks – it all comes together to make one of the most ingenious games ever to come from the Nintendo stable.

The options are seemingly endless – choose from Mario GP where you get the full-on race against all of Mario's chums, Time Trial where you can race against ghost versions of yourself to improve lap times and Free Run where it's a complete free for all! Once into these options you can then choose from 50cc, 100cc or 150cc go-karts depending on how highly you rate your driving skills. Select from one of the eight characters on offer, or choose the random character selector for a surprise, then it's on to the racing! >>



SCREEN 1 Last place on the starting line is not the best way to kick off a race!

SCREEN 2 Pick up the coins littered about and you can open secret tracks!



Review



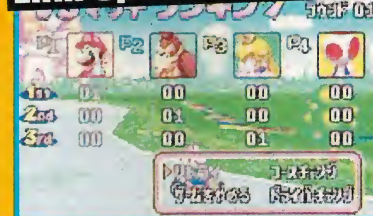
SCREEN 3

There's so much going on in the background in this game - sometimes you just want to stop and admire the view!

Mad Modes

Once you've mastered the one player game you've only just scratched the surface of this great karting cart. Here's a look at the other modes on offer...

Link-Up Multi-Player



Battle Mode

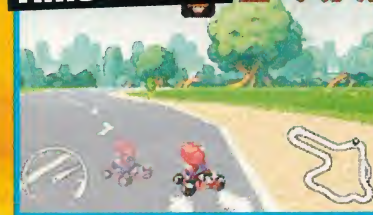


Plug up to four Game Boy Advances together and you can play multi-player games against each other. The great thing is that you only need one cartridge!

Each character is given a bunch of balloons, and by smashing into each other you knock balloons away. The last one with a balloon is the winner!

Race around the track then on your next lap you will be racing against a ghost karter of yourself! Try to beat your own times to gain points.

Time Attack



There's no doubting that a lot of thought has gone into the creation of *Mario Kart: Super Circuit*. Each track has been expertly crafted with animated backdrops, little creatures that scamper about getting in the way, lighting that changes from lap to lap and obstacles like falling lava, snow, ice, wigwams and presents bring new surprises with each new track. The choice of go-kart speeds means that there's something in the game for players of all abilities too. Choose 50cc and even your little sister could get around the track - 150cc is for hardened Mario Karters though, who know when's the best time to jump and

when to save those turbo boost mushrooms for!

There's no doubting that a lot of thought has gone into the creation of *Mario Kart: Super Circuit*. The gameplay is pure perfection and the enticing thought of extra tracks from the Super Nintendo game if you collect the required number of gold coins will keep all old-school Nintendo fans bashing away at the lap times late into the night.

We thought *Konami Krazy Racers* was good, but it was just the appetiser to *Mario Kart: Super Circuit* - the definitive go-karting game on the Game Boy Advance! □

"The choice of go-kart speeds means that there's something in the game for players of all abilities!"

Final Rating

94%

Wow! What a great game! Karting perfection on your GBA.

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adventure with you,
wherever you go!

Disney's
ATLANTIS
THE LOST EMPIRE

GAME BOY ADVANCE

GAME BOY
COLOR

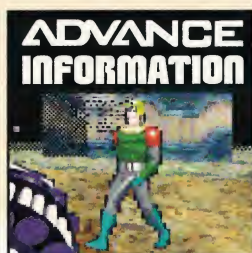


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Moon invaded. Stop. Aliens running rampant. Stop. Only you can stop them. **Stop.** Future of the human race on your shoulders. Stop. No pressure. Stop.



Publisher Telegames
Developer In-house
Price £34.99
Release Out now
Genre Shoot-'em-up
Players XXXX
Web www.telegames.co.uk

Extras

✓ Link-up ✓ Battery save
 X Passwords X Mobile Link

Back Track

When rumours first started of a first-person 3D Doom-style shoot-'em-up on the Game Boy Advance, many of those supposedly 'in the know' shook their heads and said it couldn't be done. Well, guess what? They were wrong! With a number of first-person shooters in development, the first of them is here, and it looks just fab!

Back Track has a very similar plot to that forerunner of first-person shoot-

"Free all the captive humans and kick the living crap out of the alien invaders while you're at it!"

'em-ups, *Doom*. Aliens have apparently landed on the moon, and hijacked the government's 'Build A Secret Base On The Dark Side Of The Moon' project. It's up to you to infiltrate the base, free all the captive humans and kick the living crap out of the alien invaders while you're at it!

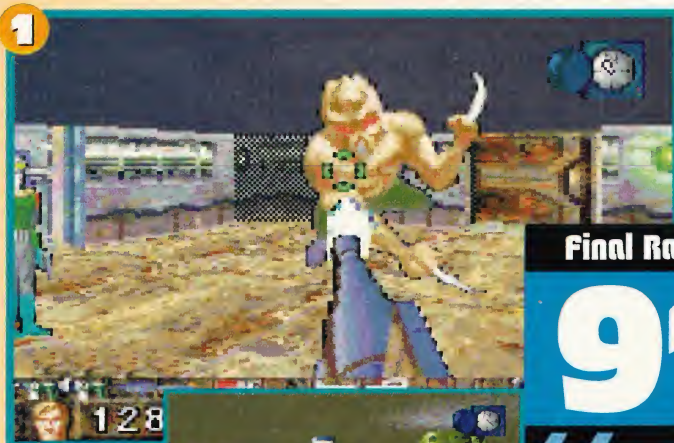
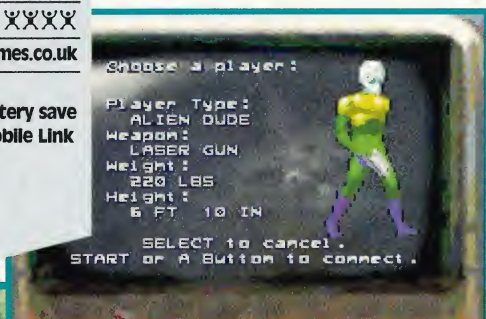
The plot, as usual with these sort of games, is minimal and fairly irrelevant (bonus points for the tongue-in-cheekness of it all though!) Initially armed only with a gun and what appears to be a Swiss Army knife, you must prowl through a labyrinth of 3D rooms and corridors, freeing humans trapped in glass tubes and offing all manner of nasties. Sounds simple, and it is!

It's by no means easy though! A fair amount of work has gone into planning out the base, and there's not exactly an over-abundance of ammo and energy lying around, so you need to be able to

think for yourself as well as being quick on the trigger. As the name of the game suggests, a lot of the time you encounter obstacles (such as forcefields or locked doors) which can't at first be overcome, and you're forced to explore further into the game and then return (or back track) to these later.

Graphically *Back Track* is very impressive, and the only thing that detracts slightly from the overall look of the game is the fact that the enemies only have a few frames of animation, making them look rather jerky. Okay, so this is ground-breaking stuff, but the forthcoming *Ecks Vs Sever* has managed smooth animation on the bad guys, so why not this too?

Aside from this one little gripe though, *Back Track* is a joy to play and a definite must-have title for all fans of first-person shooters. It even offers a four-player link-up deathmatch option! ▢



SCREEN 1 We've always wanted a handheld *Doom* game – and Telegames have got there before ID!

Final Rating

91%

It's *Doom* on the Game Boy Advance! Err... except that it's not, for legal reasons.



SCREEN 1 This is one wacky game! Your potatoes sit on a little truck and you have to shoot them to knock others over... or something. Weird!



ADVANCE INFORMATION

HOT POTATO!
PRESS START

| | |
|-----------|--|
| Publisher | Pukka Games |
| Developer | In-house |
| Price | £29.99 |
| Release | Out now |
| Genre | Puzzle |
| Players | X |
| Web | www.pukkagames.co.uk |

Extras

X Link-up ✓ Battery save
X Passwords X Mobile Link

Hot Potato!

We've had plumbers; we've had large-chested heroines and even spiky-haired hedgehogs but potatoes? Surely no-one would make a game about...

Potatoes, what a fantastic thing they are. You can sauté them, you can deep fry them, you can boil them or boil then mash them. Oh yes, as far as foodstuff goes, potatoes rule and we should thank Sir

Walter Raleigh for taking time out from his circumnavigating duties to bring them to Blighty for our delectation. So, potatoes are favourite but as the basis of a videogame? Well...

Breaking away from the tried-and-

tested *Tetris* and *Bust-A-Move* wannabes is always going to be difficult. However, *Hot Potato!* does try to be different and if you can swallow the ludicrous storyline and the confusing gameplay underneath it all is a fairly decent game.

It all centres around a race of alien potato beings (oh yes...) who are populating the Earth's highways (well, the male ones are) and to clear the obstruction you have to drive a bus packed to the hilt with lady potato aliens (coloured either blue or red) which you fire at the jaywalking males. Match the corresponding colours of the aliens and they disappear, get it wrong and the streets will be filled further and the bus you travel on will be destroyed. Simple yet addictive is the mantra of all great puzzle games and *Hot Potato!* tries hard to fall into both categories to sit comfortably with its puzzling peers whilst also trying to shine out as offering something a little different.

Whilst it is true that *Hot Potato!* is an original offering it fails to supersede its predecessors because it simply isn't intuitive enough to compel from the offing. Played for long enough it does become an enjoyable game with plenty of challenge to keep you playing. It's just not quite up there with the very best puzzlers, it's fun, worth a look but don't expect it to replace your old favourites. □

"Simple yet addictive is the mantra of all great puzzle games and Hot Potato tries hard to fall into both categories!"

Fascinating Facts!

Things you never wanted to know about spuds!

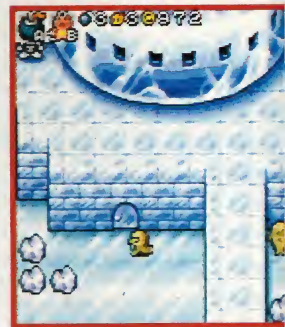
- There are something like 80 different varieties of potato in the UK, Blimeys...
- Spuds are useful as part of a balanced diet (hurrah!) as they are good sources of vitamin C, folate, vitamin B6, potassium...
- Potato starch is used to thicken instant dessert mixes and canned soup... (eurgh!).



Final Rating

82%

Fun arcade boxing that requires a bit of dexterity to play well.



Bomberman Tournament

One of the most **addictive multiplayer** games of all time **explodes** onto the Game Boy Advance – and it may well be the **best version so far!**

Bomberman, Bomberman, does what ever a Bomber can! No... wait a minute. That's Spider-man, isn't it? Ah well. It's fair to say that when we at Total Game Boy heard of a Bomberman game being developed for the Game Boy Advance – well, we got more than a little excited. The little guy with the propensity for blowing things up has been around for quite a while and – with the odd exception – has starred in a number of fantastically addictive games!

The general rule for Bomberman games is that the gameplay is based around a very simple concept that just about anybody can pick up and play, and yet the action is so fiendishly addictive that you find you just can't stop playing it. In the past, the one or two Bomberman titles that haven't done so well have been those where someone has tried to complicate matters – and we don't want that!

Bomberman Tournament, fans of the game will no doubt be pleased to hear – has obviously been developed by someone who knows what people want from the game – and it's fantastic! Even better is the fact that not only does this game

have the madcap multiplayer action that we've come to expect from Bomberman, but it also manages to produce the first decent RPG/adventure game starring the little guy too! How, you ask? Read on...

Bomberman Tournament is basically two games in one. There's the multiplayer battle mode (which we'll come to in a moment) and there's the single-player story mode. Story mode will look vaguely familiar to Game Boy Color owners. It's basically a cross between *Zelda* and *Pokémon*!

Thinking about it, it's surprising that no-one's tried to combine elements of these two games before. The story starts with Bomberman crash-landing his... er, Bombership, in a little village in a very *Zelda*-esque forest. Upon visiting the various houses, our hero learns a few things, like someone has lost a pet, someone's got an interesting hobby, and somebody else builds bombs. As in *Zelda*, the gameplay involves wandering the landscape, helping certain people out by finding stuff they've lost, battling others, and trading with everyone else. Battles come in



SCREEN 1 A few well placed bombs and the game becomes a mega-blast!



SCREEN 2 There are lots of cute characters in the game – but they're lethal!

SCREEN 3 Hudson has added some new sections for a bit of gameplay variety.

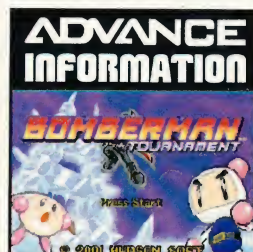




SCREEN 4 The GBA version of Bomberman is a welcome return to the classic game.

SCREEN 5 Did you know you can link up four GBAs and have a multi-player game with one cart!

Bomberman Tournament



| | |
|------------------|---|
| Publisher | Activision |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Arcade/RPG |
| Players | XXXX |
| Web | www.activision.co.uk |
| Extras | <ul style="list-style-type: none"> ✓ Link-up ✓ Battery save ✗ Passwords ✗ Mobile Link |

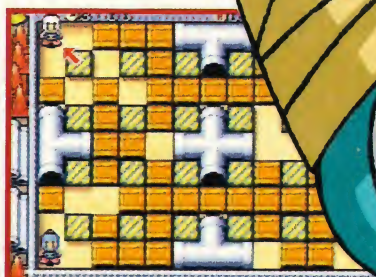
one of two different forms – either with a familiar ‘blowing stuff up’ Bomberman-type deathmatch affair, or with some very Pokémon-style turn-based combat using small creatures you find on your travels. These creatures can be sold or swapped, have special powers, and can be made more powerful by boosting their three attributes... sound familiar?

Although it might sound a little bit dodgy, the story mode in *Bomberman Tournament* is actually very playable, and the variety in the battles – turn-based or real-time with bombs – works very well. However, it wouldn't matter at all if the story mode was a complete load of old tosh, because it's worth buying this game just for the battle mode alone!

Battle mode is a fantastic homage to past Bomberman games, with up to four players battling it out on an arena the size of just one screen. This might sound a little small, but it provides more than enough space for some frenetic incendiary action! You can choose from a range of levels, each with their own unique hazards (conveyors, pitfalls and suchlike) and a variety of power-ups ensures that the gameplay never gets

boring. Like *Mario Advance*, *F-Zero* and *Kuru Kuru Kururin*, this is another title that allows you to play four-player link-up battle with just the one cart – God bless you Activision!

You simply cannot describe in words quite how addictive the multiplayer mode of *Bomberman Tournament* is. Let's put it this way – if it were a drug, it'd be seriously illegal! You'd have *Bomberman Tournament* Barons working out of Columbia night and day to supply hooked gamers with the stuff! If you never buy another title for your Game Boy Advance, then at least get this one – it's worth the cost of the console, all on its own! ☐



Jackanory Mode

When the *Bomberman Tournament* cartridge first arrived in the office, it was about a week before we realised that the game was anything more than the straightforward one to four-player frenetic battle mode, and yet everyone loved it! Once we'd calmed down a bit and someone pointed out that we hadn't tried the mysterious 'story mode' option... well, we were enthralled! Not only did this game have the four-player Bomberman action that we'd all craved for so long, but it also contained a massive single-player Zelda-style quest mode! Activision, we love you!



"If you never buy another title for your Game Boy Advance, then at least get this one!"



Final Rating

95%

One of the most addictive Game Boy Advance titles you're ever likely to play!

Earthworm Jim

ADVANCE INFORMATION EARTHWORM JIM

Publisher Majesco Sales

Developer In-house

Price £34.99

Release Out now

Genre Action

Players X

Web www.shiny.com/games/ewj

Extras

✓ Link-up X Battery save
✓ Passwords X Mobile Link

Earthworm Jim gets suited up for the Game Boy Advance in a **remake of an old classic**. So how's he looking?



Jim is a worm. Just an ordinary worm, doing ordinary worm things – until one day... Whilst out and about, avoiding crows and such-like, Jim is hit by a large, ultra high-tech cyber suit. Suddenly he is transformed, evolving into a being with powers unlike anything he has ever known – a being going by the name of Earthworm Jim.

And so a legend was born. Originally a title for the SNES and MegaDrive, the insane world of Jim won over gamers with its crazy concepts, bizarre characters and ingenious levels, and, re-vamped for the Game Boy Advance, it looks set to do exactly the same.

Rarely has a videogame been put together with such humour, and the

levels are a treat to explore. Armed with a plasma gun – and a stretchy head that rather handily acts as a whip or propeller – Jim must work his way through seven environments, all very different, and face off against a bizarre selection of enemies, from the bungee-jumping Major Mucus to the aptly-named Professor Monkey For A Head and the ultra-evil Queen Pulsating, Bloated, Festering, Sweaty, Puss-filled, Malformed, Slug For A Butt.

There are cows to be catapulted, hamsters to be ridden, asteroids to be raced and a whole juicy collection of mad worlds to be explored. With three difficulty levels, *Earthworm Jim* provides a serious challenge too. Old-school

"Proud new GBA owners coming to this fresh are in for a treat!"



ADVANCE INFORMATION IRIDION 3D

Publisher THQ

Developer Majesco

Price £34.99

Release Out now

Genre Shoot-'em-up

Players X

Web www.thq.co.uk

Extras

X Link-up X Battery save
✓ Passwords X Mobile Link

Iridion 3D





SCREEN 1 This is the same game that has been seen on many other consoles, but the GBA version is as good as any of the previous outings!

gamers will be familiar with the various puzzles and obstacles facing Jim, but newcomers will find that there's plenty to think about, and enough variety to ensure that events never get repetitive.

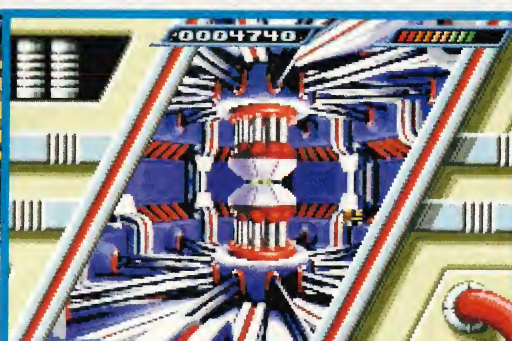
A crazy combination of creative platforming and whacked-out puzzle-solving, *Earthworm Jim* is, in itself, a superb title and proud new GBA owners coming to it fresh are in for a treat. However, older gamers may find it all a little too familiar and sadly, the game is wholly lacking in any extras (including passwords or save options) to entice

them. The fairly dark levels suffer a little on the small screen too, and, ultimately, it is only the sheer quality of the gameplay that makes this classic piece of crazy gaming a worthwhile investment. ■

Final Rating

79%

An ingenious and hilarious game from days gone by let down by a lack of extras.



SCREEN 1 The amazing 3D effects in *Iridion 3D* have to be seen to be believed – they are breathtaking!

Once again planet Earth is under threat from an evil alien force, and the only thing that stands between it and **world domination** is the Game Boy Advance!

Remember when aliens all used to be cute and friendly with cigarette lighters for fingers? No? Well that's probably because these days they're almost all bloody-thirsty slimy things fixated on sucking out your eyeballs and taking over the world, as in this latest GBA offering from THQ, *Iridion 3D*.

Yes, a deadly alien force is threatening the Earth, and it's up to you, in your lone spacecraft, to travel light years across the galaxy to the Iridion star system to defeat the

invasion at its source (the theory being, presumably, that if you trash the invaders' home planet they'll pack up and go home to redecorate, or something)

What this equates to is a third-person 3D shoot-'em-up over seven different levels, beginning on Earth and travelling into space. And you know what? It's fantastic! The first level is a little restrictive (you start in a tunnel) but once past that it's action all the way, very reminiscent of that old arcade classic, *Space Harrier*. ■

Ooh, bossy!

At the end of each level you come face to cockpit with a huge boss. Each boss is themed to match the level and the first you encounter is a big machine at the end of the access tunnel. To beat this boss

you need to avoid the rotating ball things and blast the central column when it opens to reveal the green energy.



Final Rating

91%

This is one great looking shoot-'em-up – a first for the GBA!

"Travel light years across the galaxy to the Iridion star system!"

Review

Here's an interesting fact... **Dinosaurs + Humans = A gory, bloody mess.** So why is there yet another reason for us to bump into them again? Well, here's one...



ADVANCE INFORMATION



| | |
|------------------|----------------|
| Publisher | Konami |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Platform |
| Players | 1 |
| Web | www.konami.com |

Extras

X Link-up X Battery save
X Passwords X Mobile Link

Jurassic Park 3: The DNA Factor



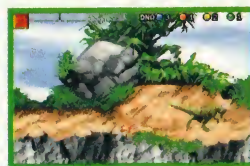
1



2

SCREEN 1 The human characters may be small, but the atmosphere is huge in this game! Watch out behind you!

SCREEN 2 When you've got a giant Spinosaurus on your heels it really makes you run for your life!



Remember that island inhabited by all those dinosaurs? Yes you do, they featured in the first two Jurassic Park films! Well, not content with simply leaving said dinosaurs alone, humans are just pushing their luck by visiting that island for a third time. Don't we ever learn? To a dinosaur, a human with a weapon is just a Happy Meal with a toy! Still, at least with *Jurassic Park 3: The DNA Factor*, you only have to worry about facing a tiny pixelated dino and not the real thing!

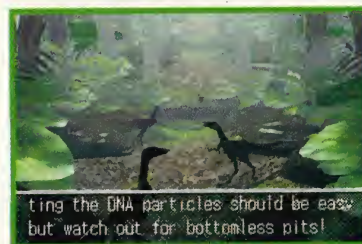
JP3:DNA (as it will be called from now on) is a game for the Game Boy Advance that is based upon the movie franchise and not the movie itself. Sorry folks, no world weary Sam Neill to play with or sexy Téa Leoni to slap and say "Shut that screaming up will you!" Sadly this is a 'based upon' game and has your character savaging around the infamous island searching for lost DNA canisters so

that the company you work for can keep on creating dinosaurs! There are two characters to choose from, an ace pilot (a girl) and a professional photographer (a boy). Neither of the characters have anything different about them and so it doesn't matter which one you choose.

The game itself is separated up into two different styles. The main bulk of the game is the rather odd platform section. Although essentially it is a side-scrolling adventure, the action is viewed from an angle that allows your character (at certain places) to move to the background or foreground. There is no real reason for this; it simply makes the game a little bit more interesting. However the problem with *JP3:DNA* is that the platform section is incredibly dull. You run left, collect some items, try to kill/dodge the dinosaurs (which is difficult, as the collision detector is a bit poor) and then find the green canister waiting for

you at the end. That's it! To make up for this, the adventure also includes a puzzle game that is far too dull and over complicated to go into here. The point is however that you cannot progress any further until you complete the puzzle. Which is not fun!

Probably the worst part of this game is that it relies upon a continue option to get you through the game. There is no password, you only have one life, if you fail a puzzle it ends and it all adds up to a game that is not fun to play and will take a while to get through it! As there are two more *JP3* games on the horizon for the GBA (see boxouts), let's hope they earn a more raptor-ous welcome!



"...It all adds up to a game that is not fun to play."

There's more...

Hang on a minute, all is not lost! Even if this game is a bit poor, there are still two more on the horizon to keep an eagle eye (cherry) out for! The first of which is an isometric adventure that is a little more like a survival horror game than a platform adventure and should prove to quite a beauty!



Final Rating

65

This is one game that certainly could do with a bit more bite!

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The little **blockheads** are about to race again!

ADVANCE INFORMATION



| | |
|-----------|--------------|
| Publisher | LEGO |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Racing |
| Players | XXXX |
| Web | www.lego.com |

Extras

- ✓ Link-up ✓ Battery save
- ✓ Passwords X Mobile Link

LEGO Racers 2



LEGO Racers was a superb little game for the Game Boy Color and now a new version has been released for Game Boy Advance. The game basically involves tiny LEGO people racing around different circuits collecting and using weapons in a Mario Kart-style. A story mode has also been included to the game and different blocky characters challenge you to races around the town.

The graphics are bright and colourful with reasonable sound to accompany the action, but unfortunately the game is far too cute for a mature audience and is far too hard for the younger players. An even balance is required when making games and although the game looks half decent we all know Mario Kart is a much better game so you should perhaps get it first!

SCREEN 1 You have to remember that the LEGO games are always aimed at a younger player than most videogames.

SCREEN 2 The tracks are challenging for younger players, there are even weather effects like rain to add an extra exciting element to the race.

Land of Lego People

If you like LEGO, then you really should check out LEGOLand in Windsor. Situated just outside the capital this amazing theme park is chock-a-block with well over one million pieces of LEGO built into creatures and buildings in a number of different themes. The latest attraction is Life on Mars showing outer space from a LEGO point of view. There is even a chance to play the racing games on arcade style machines.

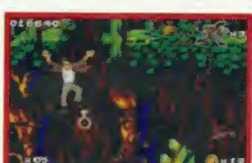
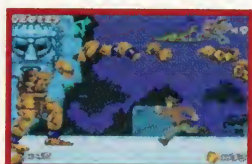


Final Rating

40%

Average racing game that's no match for Mario Kart Super Circuit

Splash on plenty of insect repellent and chuck on your sturdy boots. We're about to venture deep into the Mayan rain forests.



SCREEN 1 Pitfall was one of the very first videogames in the world! It first appeared on the old Atari console in the 80s.

SCREEN 2 Of course, the graphics in the new Game Boy Advance version are a little better than the original!



Pitfall: The Mayan Adventure

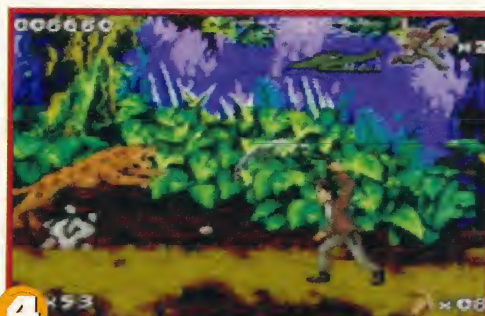
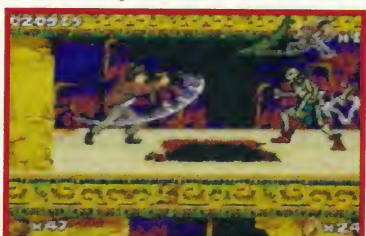
Jungle adventures have always made a fairly good plot for a game. In this platform style quest you must rescue your father held captive in the Mayan rainforest. The game features many different locations to explore collecting various treasures left scattered around. The main task is to find the route through the trees to your father, but many other surprises lie in store. The controls are fairly easy to grasp and moving around the screen is not too hard. The route can be tough to find at times, although small monuments will point you in the right direction.

Each level has a number of obstacles to negotiate and although the route you need to take is not always that obvious it becomes easier as you progress. Following in his dad's footsteps Harry Jr has all the equipment every good adventurer needs. You have a whip for spanking the monkeys and also a boomerang for the more viscous creatures. These weapons are a little slow to react at first, but once you

know where the animals are hiding you can sense when an attack is imminent. Just like real life neither weapon does much damage to a tiger or an elephant at full charge so sometimes you need to just run.

The game has a reasonable pace to it and the graphics are extremely well detailed. Each level features new ideas and puzzles with many jungle areas to explore. Your journey will take you from the outer reaches right through the creature-infested swamps to reach the Lost City of Copan. The game has a very similar feel to Tomb Raider on the Game Boy only with better graphics and some nifty animation for climbing and fighting.

Pitfall contains a number of nice ideas in an easy to understand adventure. A few of the creatures are almost impossible to kill making it extremely frustrating at times but after a while you will soon get the hang of running away. The many levels are well designed making them tricky but fun. All in all a reasonable game for adventure fans.



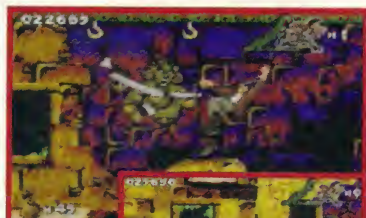
SCREEN 3 There's a cool mine-cart ride on one of the later levels!

SCREEN 4 Pitfall Harry has a collection of weapons to master.

**ADVANCE
INFORMATION**
PITFALL
THE MAYAN ADVENTURE

| | |
|------------------|----------------------|
| Publisher | Activision |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Platform |
| Players | 1 |
| Web | www.activision.co.uk |

Extras
X Link-up ✓ Battery save
✓ Passwords X Mobile Link



Final Rating

70

Fun for a while but finding your way can be difficult and the weapons are too slow to help.

ADVANCE
INFORMATION

| | |
|-----------|----------------------|
| Publisher | Activision |
| Developer | In-house |
| Price | £34.99 |
| Release | Out now |
| Genre | Beat-'em-up |
| Players | X |
| Web | www.activision.co.uk |

Extras

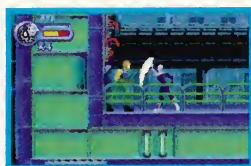
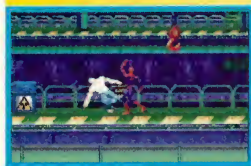
X Link-up X Battery save
✓ Passwords X Infra-red

Spider-Man

Spider-Man, famous for doing what a spider can... but will his super powers conquer the Game Boy Advance?

SCREEN 1 The fact that Spider-Man can cling to walls has always been really useful!

SCREEN 2 Although Spider-Man looks great, the game is uninspiring.



As far as we can tell, the world could do with a few more radioactive spiders. You know, the ones that if they bite you will render you with the ability to lift ten tonnes, crawl up walls and possess that famous Spidey-sense (all spiders have it) that forewarns you of imminent danger. Alas, it would seem that as the world is bereft of empowering spiders, we'll just have to make do with enjoying the adventures of Stan Lee's making... those of Peter Parker (also known as Spider-Man).

Thankfully, since those humble comic-book beginnings, the endless merchandise wheels have turned over the years and it would seem that those canny bods at Activision have plucked the all-important Spider-Man licence and put it to good use. Come next year, when the Spider-Man film is released, Activision will watch that money roll in. Until then no format is ignored and this time the recipient of his stickiness is the GBA.

"Unfortunately, all too quickly Spidey comes a little unstuck!"

Mysterio's Menace

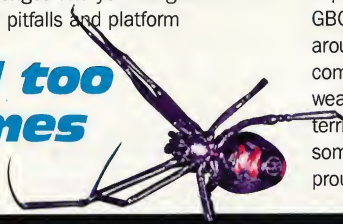


The initial reaction to Spider-Man: Mysterio's Menace is quite favourable, with the required scene setting, comic-style intro and, more importantly, mightily impressive in-game graphics. Unfortunately, all too quickly Spidey comes a little unstuck. You see, the splendid visuals do little to hide the fact that it's quite a dull game where essentially a good 90% of your time you are in effect playing a lame sideways scrolling beat-'em-up. Sure there are some challenges and yes the game does have some pitfalls and platform



elements, but beneath and away from all the attempts to deceive you otherwise, this is a rather monotonous game and five minutes of play is enough to make this more than a little apparent.

Also hampering Spider-Man in his quest for console domination is the fact that there's precious little here to separate this from this from the previous GBC outing, it's just a case of wander around whacking idiotic goons until you complete the level, die or just grow wearisome of it all. Certainly not a terrible game, but it's certainly not something that a superhero would be proud of.



Friendly Neighbourhood...

We all know that Spider-Man is our friend. However, spiders on the other hand are creepy with too many legs than is really necessary. Here are our amazing facts about Arachnids.

- The average human will eat 8 spiders in their sleep during their lifetime (ewwww). On average more people are afraid of spiders than they are of death (whar?). Humans are more likely to die from a bee sting rather than a spider. You average field of long grass will contain something like 130 spiders per square metre.
- There are more than 35,000 different species of spiders around the globe – less than 1% of them are harmful to humans...
- All spiders are carnivores, but much prefer insects to the taste of human flesh.
- Spiders were around before the dinosaurs! Spiders digest their food externally thanks to saliva that contains enzymes that liquefy food (yuk!). Spiders eat 80% of the world's insects. Without out them there'd be an awful lot more bugs about the place! The Piaroa Indians in Venezuela eat toasted tarantulas (Double Yuk!).

Final Rating

68

A disappointing caper and a smelly attempt to bring Spidey to the GBA.

simplygames.com

...kicking sand in the eyes of High Street prices...

Here at Simplygames we're so busy playing Mario Kart we've forgotten to keep our prices in line with inflation since 1968. Thank God our accountants have persuaded us to go decimal... Super Mario for thruppence ha'penny? Why you little....

GBA Games

| | |
|----------------------|--------|
| Bomberman Tournament | £29.99 |
| Castlevania | £27.99 |
| Chu Chu Rocket | £26.99 |
| Dodgeball Advance | £26.99 |
| Euro Super League | £31.99 |
| F-Zero MV | £24.99 |
| GT Advance | £26.99 |
| Iridion 3D | £26.99 |
| Jurassic Park: DNA | £26.99 |
| Konami Krazy Racers | £29.99 |
| Kuru Kuru Kururin | £27.99 |
| Mario Kart | £26.99 |
| Pinobee | £29.99 |
| Rayman Advance | £27.99 |
| Super Mario | £24.99 |
| Tony Hawk's 2 | £27.99 |

+ many more!

Tony Hawk's 2 - £27.99
Castlevania - £27.99
Super Mario - £24.99
F-Zero - £24.99



Hardware

| | |
|-------------------------|--------|
| GameBoy Advance | £74.99 |
| Official GBA Link Cable | £9.99 |
| Official GBA Adaptor | £17.99 |
| GBA Carry Case | £5.99 |
| Light Magnifier | £8.99 |
| Universal Link Cable | £5.99 |
| GameBoy Color | £53.99 |

GBC Games

| | |
|-------------------------|--------|
| Alone in the Dark | £22.99 |
| Cannon Fodder | £19.99 |
| F1 World GP 2 | £21.99 |
| Ghosts and Goblins | £22.99 |
| Indiana Jones | £21.99 |
| International Karate 2K | £21.99 |
| Zelda - Ages | £24.99 |
| Zelda - Seasons | £24.99 |
| Mario Tennis | £19.99 |
| Mat Hoffman BMX | £22.99 |
| Micro Machines V3 | £21.99 |
| Pokemon Gold/Silver | £24.99 |
| Pokemon Blue/Red/Yell | £21.99 |
| Pokemon Pinball | £18.99 |
| Tomb Raider | £20.99 |
| Tony Hawk's 2 | £14.99 |

+ many more!

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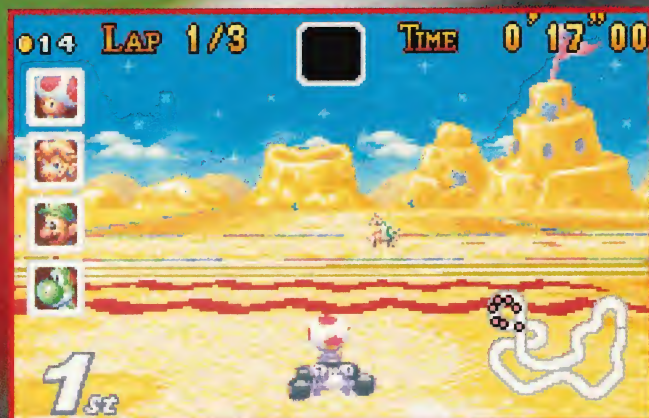
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Tips & Cheats

You've got yourself some great Advance titles, but you're a bit stuck eh? Worry not dear reader...

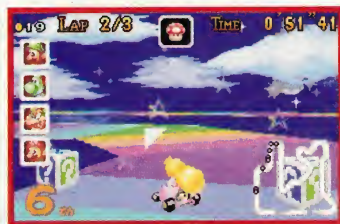
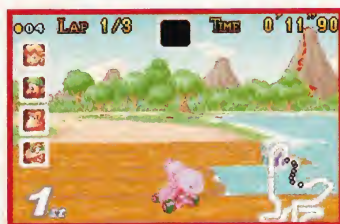


MARIO KART SUPER CIRCUIT





Tips & Cheats



Mario
Acceleration: 3
Weight: 3



Donkey Kong
Acceleration: 2
Weight: 4



Bowser
Acceleration: 1
Weight: 5



Luigi
Acceleration: 3
Weight: 3



Characters

You can either use the question mark block to have a character randomly selected for you, or choose your favourite. They are all rated out of five stars in two categories: weight and acceleration. The heavier the character, the harder the others will find it to knock you around on the track and the more acceleration they've got, the easier it will be to get to the head of the pack.

Yoshi
Acceleration: 4
Weight: 2



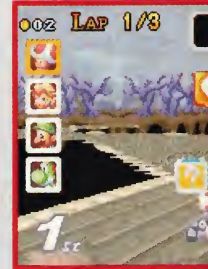
Wario
Acceleration: 2
Weight: 4



Toad
Acceleration: 5
Weight: 1



Peach
Acceleration: 5
Weight: 1

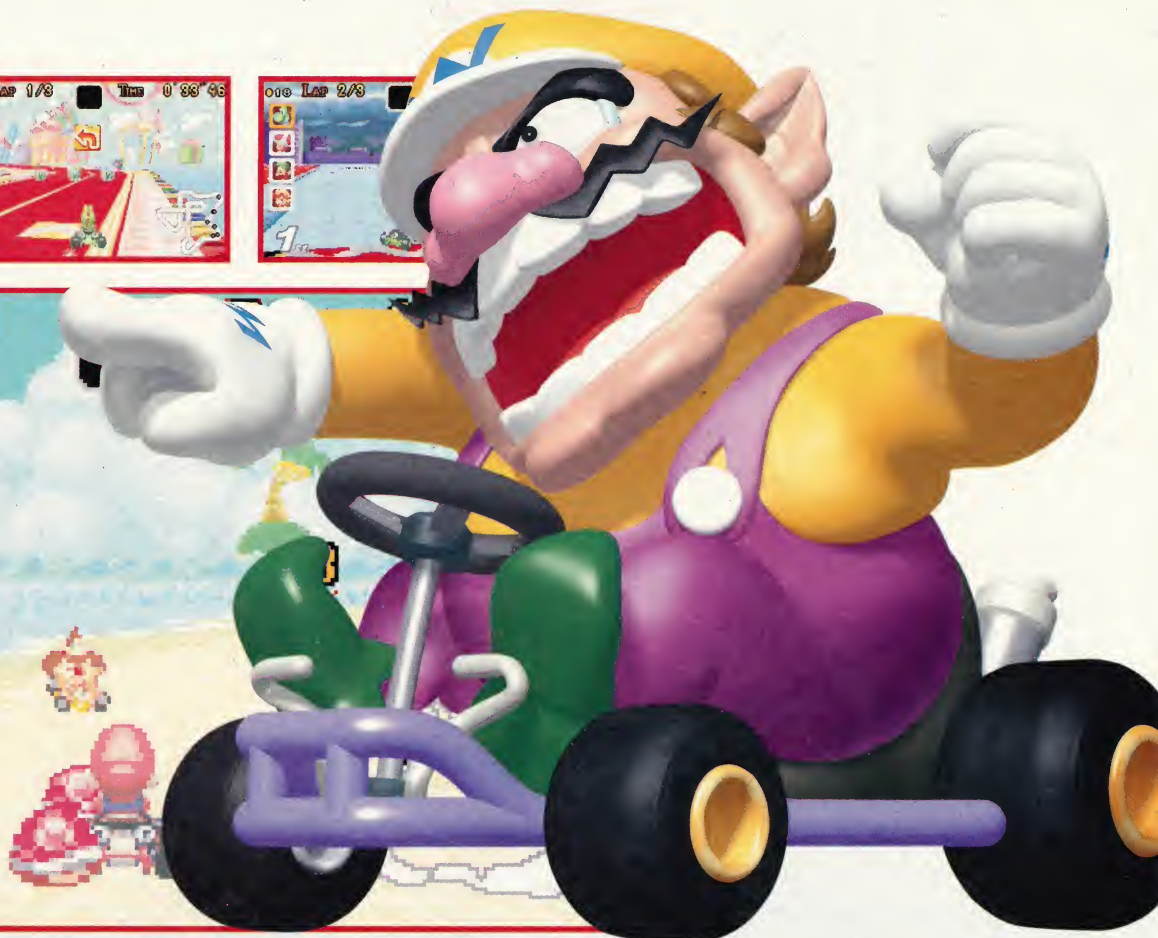




002 LAP 1/3



4th



Power-Ups

Run through one of the question mark blocks on the track and you will be rewarded with a randomly selected power-up. Here's what they all do...

Green Shell

You can shoot this single shell forwards or backwards by pressing Up or Down when you hit fire. It will smash into walls and rebound so watch out when you've let one loose!



Triple Green Shell

Three green shells will spin around your karter and you can fire them all individually. If another racer smashes into you, they will be hit by a shell and crash.



Red Shell

You can shoot this shell backwards or forwards too, but this one is a homing shell and will seek out the next player up ahead. It can't make it around some of the more tricky corners though.



Triple Red Shell

Similar to the triple green shell but with homing shells instead. Collecting this will effectively give you a good weapon for three shots.



Spiked Shell

A bit like the red shell because this one homes in on the player in first position instead of whoever is up ahead. Quite a powerful weapon really!



Banana Skin

You can either drop this behind you or press Up to throw it ahead on the track. Any racer who runs into it will spin out and crash. Just remember where you placed it on the next lap!



Mushroom

Hitting fire with one of these picked up will give your racer a turbo boost for a few seconds. Coupled with speed-up ramps on the track you can get a good speed going!



Ghost

Your racer will become temporarily invisible with this power-up and you will get the added bonus of stealing a power-up from a random competitor.



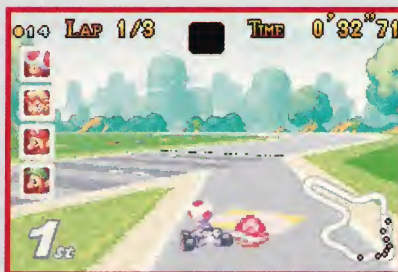
Star

The best power-up in the game, it makes you invincible and speeds you up at the same time! Any other karter hitting you will instantly crash!



Lightning

A crash of thunder and lightning turns all the other racers into mini versions of themselves. You can then run over them as they toddle along in the slow lane!



Tips & Cheats



Courses

Mushroom Cup

Peach Circuit

This is quite a straightforward raceway with a few twists and turns but nothing major to worry about. The only real obstacles to watch out for are the orange trees. They've been placed in strategic places to stop you cutting corners!

Keep a look out for: Star power-ups to charge through the pack

Shy Guy Beach

Areas of this beach course open up so that you can go in any direction – always head towards the nearest power-ups though! Watch out for crabs running around – hitting them will make you crash. If you make little jumps over the water between islands you will save a few seconds too!

Keep a look out for: The pirate ship firing cannonballs!

Riverside Park

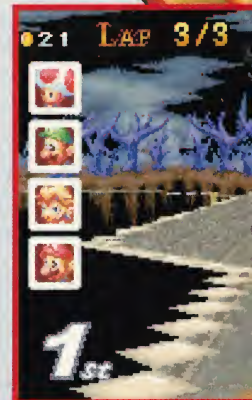
Lots of twists and turns here and some water hazards to look out for! When you reach the jump over the first stretch of water, keep to the left and you'll make use of the speed-up arrow the other side. There's a full 360° turn towards the end – keep your cool and skid all the way around.

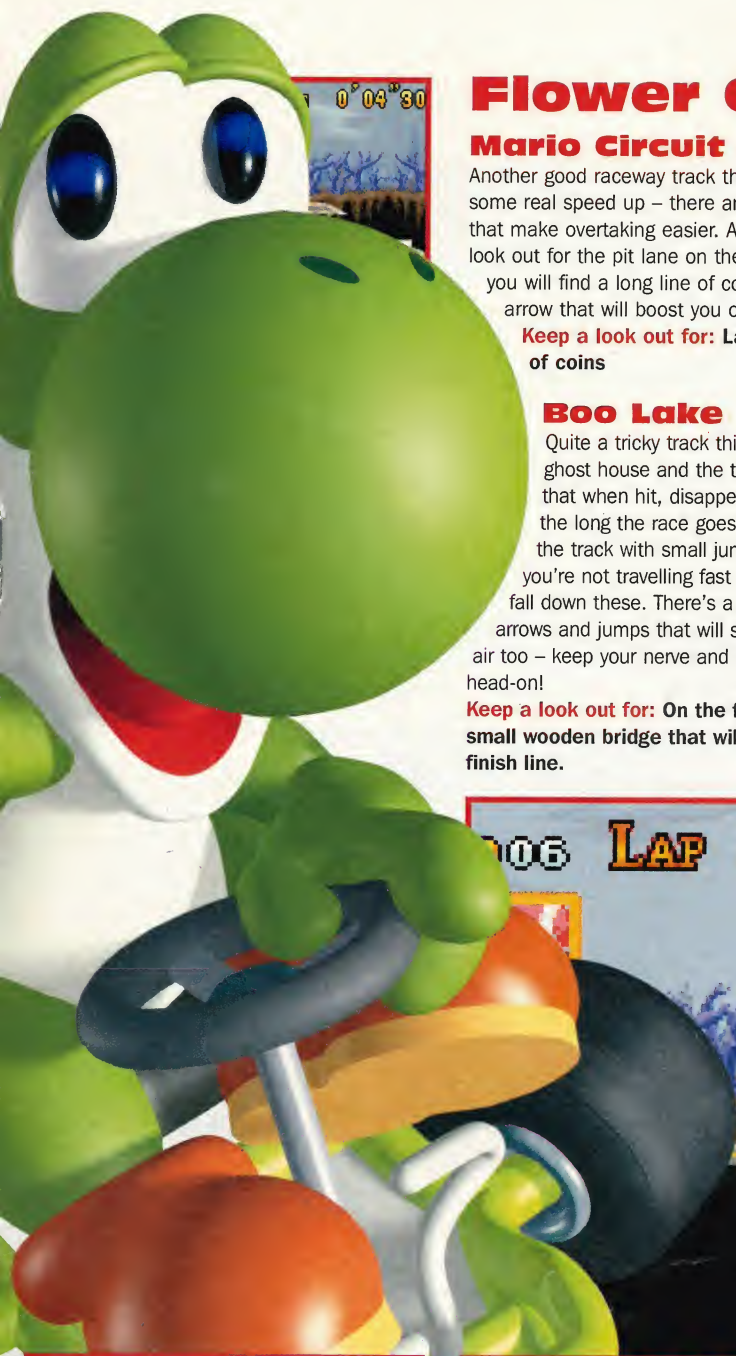
Keep a look out for: Areas open to water

Bowser Castle 1

This track has lots of right-angled corners to make and some very annoying large blocks called Thwomps that slam into the ground and will either crush you or get in your way. Try to avoid racing over the stony sections too as they will slow you down. Be careful when jumping the lava – mistime it and you'll end up on fire!

Keep a look out for: Lava balls that spurt up!





Flower Cup

Mario Circuit

Another good raceway track that means you can get some real speed up – there are two good straights too that make overtaking easier. At the end of the track look out for the pit lane on the right-hand side. Here you will find a long line of coins and a speed-up arrow that will boost you over the line.

Keep a look out for: Large collections of coins

Boo Lake

Quite a tricky track this one – it's set in a ghost house and the track is lined with blocks that when hit, disappear making things tougher the longer the race goes on. Look out for gaps in the track with small jumps before them – if you're not travelling fast enough you can easily fall down these. There's a series of speed-up arrows and jumps that will send you flying into the air too – keep your nerve and make sure you hit these head-on!

Keep a look out for: On the final bend there's a small wooden bridge that will bring you out on the finish line.

Cheese Land

You'll encounter lots of tricky corners in this cheese covered track – some are complete 360° turns into speed-up arrows! Watch out for the section where you must jump over the road – miss the large jump and you will end up back where you've just come from and have to race around the corner again.

Keep a look out for: Mice running across the track.

Bowser Castle 2

Stony pathways and lots of lava – your chances of getting roasted here are high! The Thwomp blocks are back again so watch out for them and there's a particularly nasty area with lots of mini-jumps over lava holes and power-up blocks placed in the middle! Keep your speed high to make it through alive.

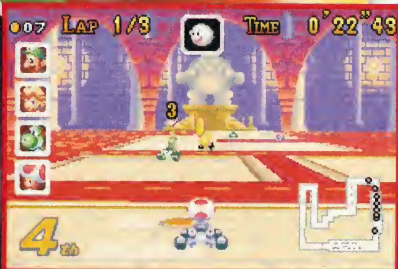
Keep a look out for: Lava balls flying around.



006 LAP 1/3



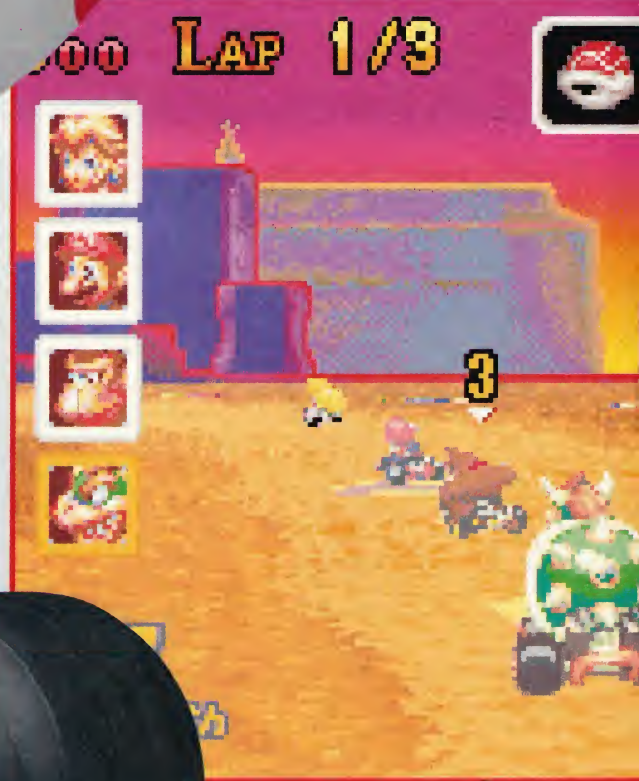
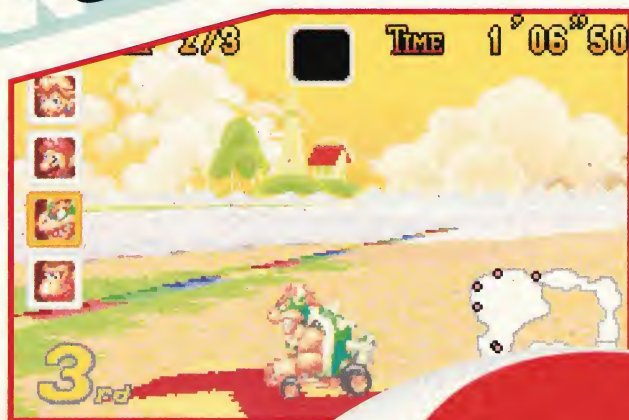
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Tips & Cheats



Thunder Cup

Luigi Circuit

Luigi's race track is a bit more tricky than Mario's. There are lots of sweeping turns left and right and it's constantly raining which makes puddles to avoid by jumping or clever steering. You can actually cut across some of the corners, through the trees, if you're really sneaky.

Keep a look out for: The Luigi blimp flying overhead.

Sky Circuit

Set up in the clouds there's no room for mistakes on the Sky Circuit – you will simply fall off the track! Keep out of the fluffy area on the sides of the track as this will really slow you down. On the third bend there's a small jump that cuts the corner and has a power-up dangling for you to pick-up – this will shave vital seconds off your lap time.

Keep a look out for: The Luigi blimp even higher!

Cheep Cheep Island

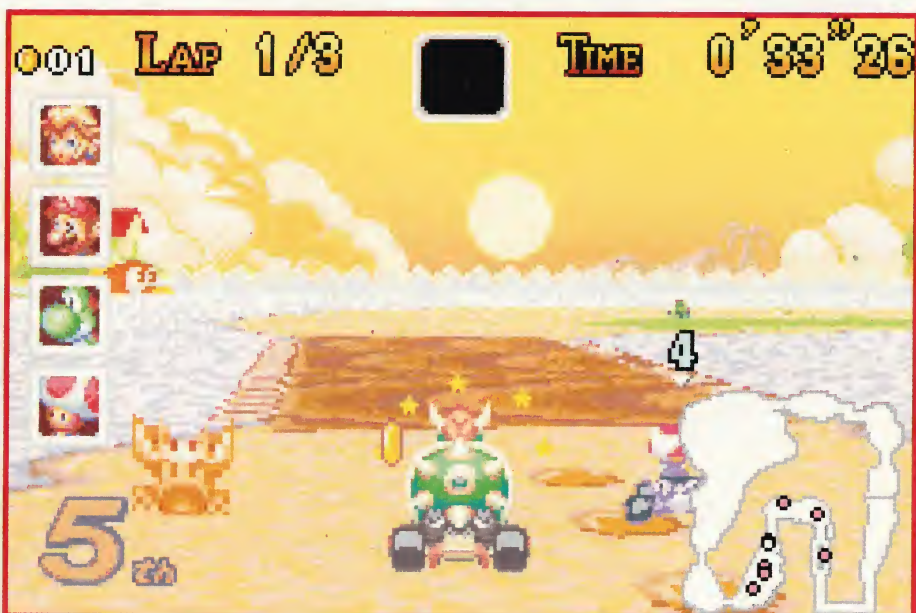
This is a good looking track with lots of sand and sea and big open spaces to race through. Keep as far to the left as you can at all times and you should improve your laps times no end. Look out on bridges – they are quite tight and falling into the water will stop your race for a few vital seconds. Watch out for the seagulls and crabs wandering around too – they're a pain!

Keep a look out for: Fish leaping in the sea.

Sunset Wilds

Another great track, this time with a Wild West theme. There are lots of uneven surfaces to race over here where a karter can easily lose grip and come a cropper! Half-way around look out for a series of speed-up arrows through an Indian Reservation, if you hit a wigwam while going fast it will attach to your kart like a strange headdress!

Keep a look out for: The sun setting and the lighting changing.



Tips & Cheats



Star Cup Snow Land

With snow falling and ice everywhere this is a tricky track to race on. On the third bend there's a secret hole in the wall on the left that leads to a bunch of coins and an insane number of speed-up arrows – this will give you a good lead! Beware of penguins waddling about and the menacing snowmen – hit them once and they crumble so they won't be a problem again!

Keep a look out for: If you fall in the water, you are rescued but are covered in ice!

Ribbon Road

Surrounded by presents and crammed full of speed-up arrows you can really get those karts whizzing along here. In fact, you can almost make it around the entire track by going from one speed-up arrow to the next if you're clever. There's a section where you must jump over the road you've just travelled down again so make sure you have enough speed to make it over.

Keep a look out for: Presents placed on corners to get in your way.

Yoshi Desert

With sand everywhere you'll find yourself skidding around the corners on this track. Don't race into the sinking sand – you will be swallowed up by a Venus Fly Trap and get spat out again high in the air – not very pleasant! About half-way around you'll find a bunch of coins protected by a wall. You can hit the jump ramp to soar over these, or just do a little jump to clear the wall and take the loot!

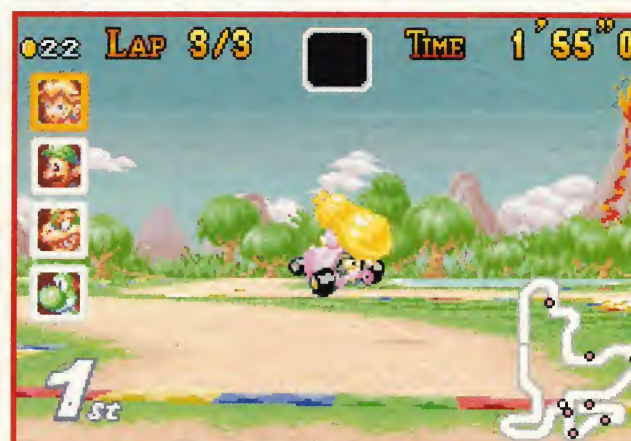
Keep a look out for: The Yoshi Sphynx!

Bowser Castle 3

Lots more lava and flying fireballs to avoid here. Watch out for the sections of track that have yellow and black stripes – you can fall off these into the lava as they don't have any barriers. There's a tricky section with a series of jumps over the lava too – keep your speed high to avoid falling in.

Keep a look out for: Thwomps stomping you!





Special Cup

Lakeside Park

What seems like a beautiful lakeside setting erupts into a shower of lava as the volcano in the background explodes on lap two! Watch out for these falling molten rocks or you'll be fried! On the bridge section there's a power-up hovering above a hole in the bridge – hit jump as you head towards it to grab the power-up and avoid falling in!

Keep a look out for: The double jump ramp – it could send you off course!

Broken Pier

Set in another ghost house large sections of this track have no barrier at all, and others have walls that when hit once fall into the darkness! If you are a good jumper you can use your skills to cut off many of the corners. You'll need precise timing though or you'll fall to your doom!

Keep a look out for: A rickety bridge that cuts off the final corner to jump you a few places!

Bowser Castle 4

Inside Bowser's Castle you'll always find a tricky array of small track sections link with little jumps over the lava – you really need to keep a good momentum going to race this track, it's no good stopping and starting all the time. Again, look out for the Thwomp blocks crashing down from above.

Keep a look out for: Paratroopas running across the track.

Rainbow Road

Wow what a track! It's entirely made up of a long stretching rainbow road. The majority of the track doesn't have any barrier so you can easily drop off, and other sections actually have ramps instead to you can leap into oblivion! About half-way around there's an extra piece of track to the left, leap over to here for lots of speed-up arrows and coins.

Keep a look out for: Clouds that will zap you with lightning.



Tips & Cheats



Cheats and Secrets

DIRECTOR



Character Select Tricks

As your chosen character is spinning around on the selection screen, you can press a couple of buttons to make them perform for you! Press L to make them shoot a green shell, press R to make them jump or Select to make them sound their horn!

Special Cup Access

Wondering how to reach the Special Cup? Well you'll first need to come in first position on the Mushroom, Flower, Thunder and Star cups and then the Special will become accessible.

Turbo on Start Line

By pressing the accelerate button just as the second yellow light comes on you will gain a turbo start, putting you instantly at the front of the pack. You need precise timing though, or you'll just wheel spin instead!

Spin Out Recovery

If you run over a banana skin, water hazard or icy patch you will notice your kart begin to wobble before you spin out completely. When this happens, take your finger off the accelerate button and hit the brakes, you can steady the kart and continue without crashing. Get it right and your karter will give a little whistle!

Hidden Super Nintendo Tracks

All of the tracks from the original Super Nintendo version of Mario Kart are hidden into the Game Boy Advance game. To unlock them you must first of all complete all of the cups in one of the speed categories and win gold in each. Then go back and play those cups again, but this time pick up over 100 coins on each cup. Complete this tough task and you will be able to press L and R on the track selection screen to select the original raceways!



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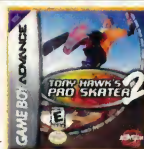
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Tips & Cheats



Bomberman Tournament

1. Quest For The Ring

First off, explore Alpha and visit all of the houses. There are several things to do before you move on, such as accepting your first quest, getting the camera and talking to Fujiwara about those pesky Karabos! After all this, make your way to the L. Forest (exit closest to the Bomb Shop).

The first thing that you'll notice is that there are a whole lot of vines in your way. Use your bombs to clear them. Go west (ha-ha!) until you find the Warp. Jump in, then keep going northeasterly until you find your trapped buddy. Freeing him will earn you a Ring. Grab it and jump back into the Warp. Head roughly north to find Louie, then go all the way back to Alpha.

2. Passage To Beta

Now that you have the Ring, you can take it to Honey. A Small Med. will be your reward. The little guy whom you just saved will now join your team. Be sure to get the Photograph and the Sensor from the cameraman before you leave. Get the Landmine from the Bomb Shop, then take the other exit out of Alpha where you will have your first Karabo battle. It shouldn't cause you any problems.

After the battle you'll be able to strengthen your Karabo. Head west until you get to the Cold Sea area. Head west, then north, and keep an eye open for the section of wall, which can be blown up for a bonus item. Now travel southwest and follow the path through the islands area. Once you have navigated this area, head north to Shura Road. Keep going until the arrows stop you. A weird little guy will run out and challenge you to a mini-

game. Win it (it's easy!) in order to get him on your team. Now you can block the arrows!

3. Magnet Base

Now you will be in Beta town. Explore every corner and talk to everyone. You can get some useful advice in Beta, as well as some cool items. After a short rest, move on to the B. Valley area. You can get to your first Fortress from here. Bomb the wall to get into the Arcade area. Aside from the mini-game, there are also two switches to step on. This will get you to the Magnet Base.

Make your way through the base, using your little buddy to block the fireballs and the arrows. Grab all of the treasures before you go up against the Magnet Bomber. This boss has some dangerous moves, but four direct headshots will finish him off. Ta-da!

Now it's time to find the next Karabo. Travel southwesterly until you find Sharkun. Win the mini-game in order to free him.

4. Aqua Bombs

Make your way to Gamma town and explore. You can also get to the Colosseum via the bottom exit. This is where you'll find the Transistor. The fun won't last forever, and soon it'll be time to move on. Take the top-left exit (Sharkun will help you find it, as you won't be able to use it at first) and travel through the cave system.

There's only one important thing to do in Delta town, and that's to use the Transistor at the Bomb Shop. Head through to the S. Forest. The bottom-right exit will take you to a house. Have a chat to the old lady inside. Now go to the top-right exit and find the Fisherman's house. He'll give you a Raindrop, which you can use in the Delta town Bomb Shop. With the Aqua Bomb fused, take the exit just below the S. Forest path to get to the Wetwoods.

There's nothing much to find in this bit, apart from an extra heart. Find the secret passageway on the eastern side before going west to High Mountain. Eventually (as long as Sharkun is equipped) you'll find a cave. Search thoroughly to find the Disinfectant. That's it for this area. Go back to High Mountain and head north to find two houses. This is where you will



**TIP
TOP
TIPS!**



Tips & Cheats



find Kai Man. Now you have all the equipment that you will need to take a dip in the ocean. Go back to S. Forest and take the bottom-left exit to find Big Ocean.

5. The Deep Blue Sea

This area is pretty straight-forwards. Keep heading north until you come to the school of fish. The one in the middle is Marine Gon. Remove the hook from his mouth to get him on your team. Now you can get to the second Fortress.

Pretty Base is full of all the usual puzzles. Use Remote Control Bombs to overcome the double-switch problems. Talk to the Wise Man, then get ready for the boss.

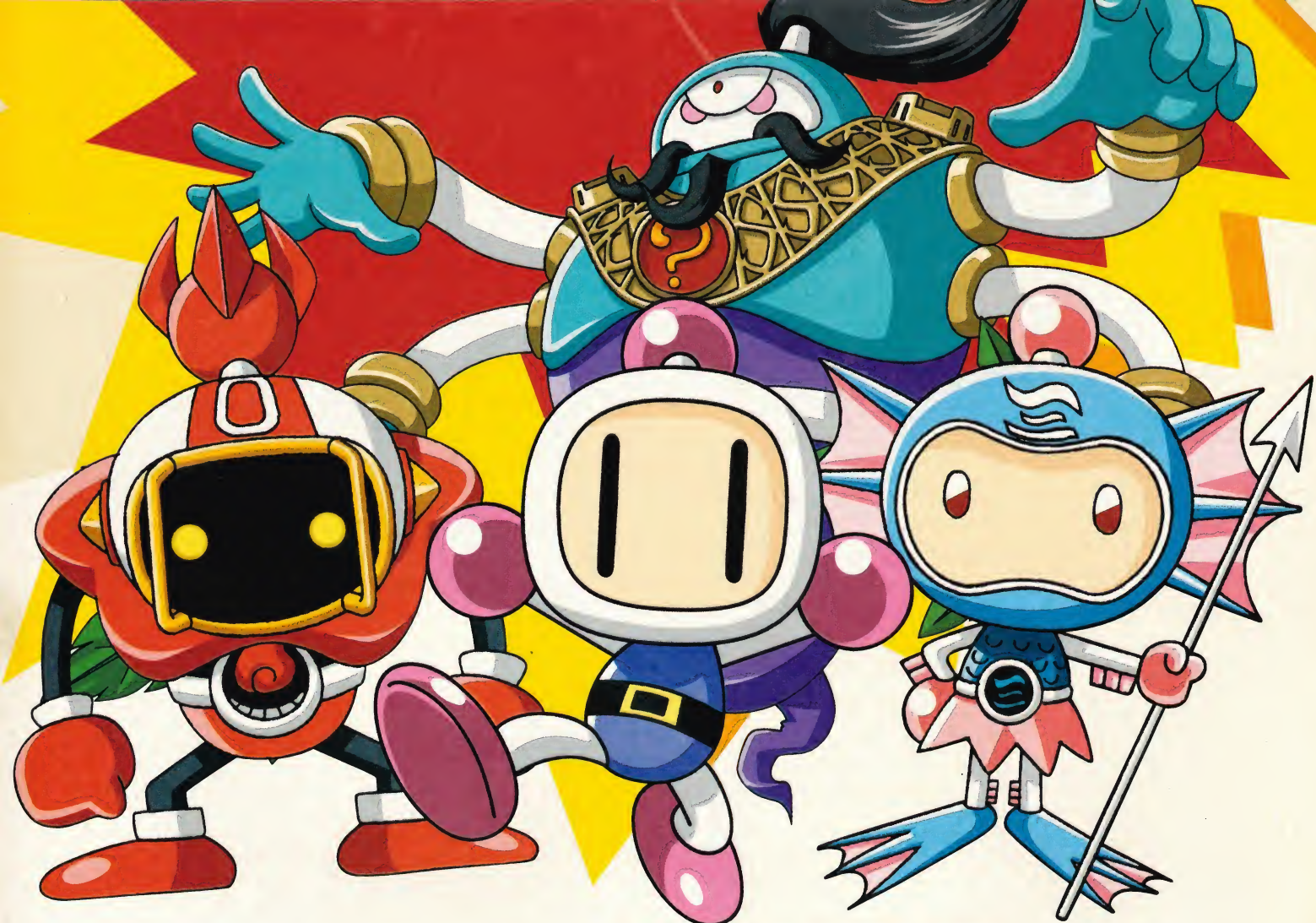
The Pretty Bomber is, in fact, a giant Octopus. Attack it to turn it into a Jellyfish. After it has spewed out some eggs, it will try to regenerate its energy. This is when you should hit it.

Return to Big Ocean. You need to look for the whale – walk in a large, clockwise square pattern, i.e. down, left, up. Eventually you'll meet the whale, who will blast you up to a hidden ledge. Talk to the little Karabo before heading back to the Fisherman's house. He will be mightily pleased that you have his fishhook for him, so pleased that he'll give you a Large Medikit. Now that you have completed your quest, return to Delta town and find the boat, which is docked up near the Chief's house.

6. Oopsi-what!?

The Jetty area is pretty useless, apart from the Tough Guy that it holds. Win the mini-game to obtain him. Go to the northeast exit to get to Epsilon. You can pretty-much bypass this town – if you desperately want to do something, talk to Kin to get some flour. Take the top-left exit and head east to Upsilon. Find Ghin's house (you can also go to the Arcade while you're here), and hand over the flour. Give the Bread to Kin to receive the Egg. To hatch the Egg, you'll need to find somewhere warm. A Hot Spring sounds good, and guess what? There just happens to be one right here in good old Epsilon town! Hatch the Pommy Beast and use it to cross the bridge.





Ignore the Fairy Palace area for now, and move straight on to the Ice Valley. Pick up any stray items and go to the Plasma Base. There are loads of block puzzles in this base. They are all straight forward and don't need an explanation. Use Sharkuri to find the hidden stairway. You'll be face-to-face with the Plasma Bomber in no time at all! You won't be able to do much while this freaky bird is in the air, so keep out of the way until it lands. Then, hit it with all that you've got.

OK, it's time to go and see the Fairies. Explore the Fairy Palace and find the Balloon and Youno. Get back to Epsilon, grab the Hold Bomb, go to Upsilon and wearily make your way east to the Mountain Road.

7. New Karabos!

Equip lil' Youno as you travel through this area, as you'll need him soon. When you get to Zeta town, find Mr Tekuji. He has some strange device, which he wants you to walk around with. It's seems weird, but walk around with it until the counter reaches zero. Take it back to him to receive Si Balloon. Take the bottom-most exit to get to the Mountains. Keep exploring to get to the Front of Base area. Here you will find another mini-game. Pommy Animal has been trapped by a bunch of dancing machines (dancing queens more like). Once you've saved the lil' guy, go through the Old Base to get to Ita town. The people in this town need something called Unagi to make it rain. Keep an eye out for it, OK? You can buy some Teriyaki Beef from the shop (sounds a bit yucky... sorry...) before you go to the Desert.

Wandering around the desert for a while will see you bump into an Oasis. You'll have to race against Ele-Kong and beat him before he will join you. Try using Pommy Animal to make it easier. With this challenge complete, you should try to get some other Karabos. These guys aren't essential right now, but you may as well get them, as it will be far too much hassle to go back later.

8. Tiger

Go back to the Disinfectant Cave. You couldn't go inside before, but now you have Dorako you can go deeper. Mr Tiger is at the end of the cave.

9. Fire-Kong

Go back to the temple in Cold Seas. Use Si Balloon to build a bridge over to the temple.

10. Finding Golem Base

Look for the cave near the entrance to Desert. Go through, and head south for Omega. There are several quests to complete in this town. The Sleeping Giant will welcome the beef with open arms. You can also get Unagi from Unagi's Temple. Equip Unagi, and go to the alter in Ita. Buy another load of Terikayi Beef while you are there. With that done, use Si Balloon to get to the Larva Pool (leading off from the desert). Keep going to arrive at the Volcano.

There are meteors and fireballs everywhere, but you can make it through unharmed as long as you keep moving. Head west, through the caves, and talk to the girl. All she wants in exchange for a heart is a bit of beef, so give it to her! Follow the caves until you come to the Golem Base.

Hmmm, what tips do we have for this base? Stay against the wall at all times. It's the only way to stay alive. The little dots on the ground are land mines, so stay away, d'ya hear me? Be sure to talk to the Wise Man to obtain Youni. The Golem Bomber boss is a complete git. He controls a group of zombies – whenever you hurt him, they will detonate! Whereas the other bosses only needed four hits, this guy will take 11 hits. It's going to be a long, hard slog!

11. The Final Turn

Defeating the boss will open up a new path in the Desert, which will take you to Theta. This town is quite boring, but you can buy a Hammer from the shop (use this in Ita for the Power Bomb). Take the T. Forest exit (near the kid's house) and find the Karabo King. Defeat him twice to receive Kame King. Go through to Access Point and equip Youni. Get her to dig up all four piles of dirt. Kame King can then stand in the centre and do his thing.

The final base is a nightmare. The green holes are portals, so use them carefully. You will have to use Fire-Kong to solve the puzzle near the Black Bot. After that, use Kame King to get to the boss.

It will take five hits to kill the brainwashed version of Max. You're best off using the Remote Control Mines. Defeating him will move you on to the final boss: Brain Bomber! This is going to be really hard, as this boss can target you with lightning bolts. Keep moving to try and avoid them. It will take a massive 13 shots to kill him once and for all.

Congratulations! You've completed the game!

Tips & Cheats

Super Mario Advance



It's impossible to give a complete guide to this game – the usual platform challenges still have to be gone through, but what's the easiest way to save the non-existent Dreamland from the machinations of the slimy Wart? Which character you choose is also your problem: whether you like Peach's floating petticoats, Toad's mighty strength, Luigi's super jumps, or, of course, Mario's all-round talent. Often some characters, especially Luigi, must be used to get very high coins or eggs. In fact, to be honest, you're best off using Luigi throughout the game. But unfortunately, it's just a case of trial and error, like in most Mario games. Now let's get on with finishing the game!

WORLD ONE

This is a simple level, but there's a crucial shortcut here to get through to the nasty Birdo with less hassle. When you get to the cave, climb up the vine and super jump up to the left. Avoiding the Shy Guy, grab a bomb and aim to destroy the wall to the left. Go through the door and super jump up to the left, and then left again, and you're facing Birdo. She's easy to destroy, but if you really want to ruin her day, you can jump on her head and remove her bow!

CRUCIAL ITEMS! ACE COINS

- One clearly visible in the second area.
- In between two logs on the last waterfall.
- Just inside the cave.
- On the cloud furthest to the right when climbing the plateau.
- By the left vine at the top of the plateau.

YOSHI EGGS

- Drop the Potion next to the vine in the second area.

- Get the Potion from inside the pot in the plateau area. Drop it just outside.

LEVEL TWO

Another simple level, but with a crafty shortcut. Choose Luigi, and when you approach the cave area, jump onto the leaping Ninji, that you've moved to the door. Super jump from him at the top of his leap, and head towards the right, and you'll skip the entire cave. Reaching Birdo is now just a formality.

CRUCIAL ITEMS! ACE COINS

- Stay low on the carpet at the beginning. Another is just above.
- On top of the hill with the locked door.
- Just inside the cave.
- Super jump just before you reach Birdo.

YOSHI EGGS

- Drop the Potion next to the Ninjis just past the carpet ride.
- Find the Potion past the bombable wall in the cave. The egg is where the Snifit was.

LEVEL THREE

For a mega-jump to the fourth world here, drop a Potion next to the pot beside the dungeon entrance. Drop through to the later stage! If you do want to battle through, you'll meet Mouser at the end here. Let the bombs fall on your head, and the simply chuck them at the rodential rogue when they're about to explode. Simple!

CRUCIAL ITEMS! ACE COINS

- One clearly visible in the very first area.
- At the end of the first area, by the pot.
- In between two logs on the last waterfall.
- On the left while you're falling towards the locked door.
- Go through the locked door.

YOSHI EGGS

- At the start, grab the first Potion and drop below the bridge. Enter the Potion door!
- Head for the pot near the top of the dungeon. Get the Potion from inside and drop it outside.





WORLD TWO

LEVEL ONE

No probs here, another easy Birdo at the end, and plenty of digging if you're interested.

CRUCIAL ITEMS! ACE COINS

- Above the carcass platforms in the very first area.
- Look above the cactus near the Panzer in the first area.
- Find the last cactus here, and jump above it to the right.
- The first digging area has one, to the right.
- Same place, but head to the left!

YOSHI EGGS

- In the first area, get the Potion from atop the building. Drop it down, and grab the egg before it's lost in the quicksand!
- Kill the Panzer mentioned earlier, then grab the Potion and throw it on top of the building.

LEVEL TWO

Again, not a lot to report here, but there is a secret room full of Potion goodies to be found. Blow up the wall to the left of the door after the super-fast quicksand. Also, when you reach the Birdo, she's changed a little, and not just colour! Avoid her many eggs and fireballs, which she throws in bursts of three. You can use Mushroom blocks as well as her dangerous eggs too!

CRUCIAL ITEMS! ACE COINS

- Above the carcass platforms in the second area.
- Look for the log going down the super-fast quicksand. Jump to the right of it.
- On top of the building at the end of the second area.
- There are two halfway through different crucial digging areas.

YOSHI EGGS

- Through the door past the log where you found the second Ace Coin, there's a wall to the left to blow up. Get the Potion and drop it next to the door.
- In the digging area, head for the bottom left. Get the Potion and drop it back at the top of the area.

LEVEL THREE

Lots and lots more digging in this one, but it's still early days, so getting to Tryclyde at the end will be no trouble. You can avoid his attacks by building a block of Mushrooms in front of you, and then super jump over them to throw spare blocks at him. He only needs three hits to go down!

CRUCIAL ITEMS! ACE COINS

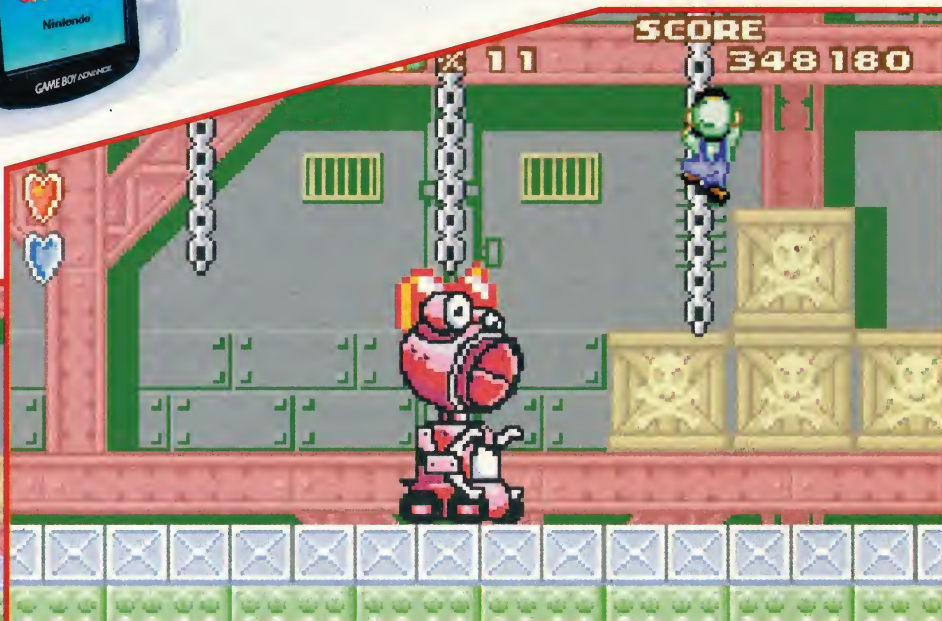
- In the second area, just above the first cactus you see.
- A bit further on, before the sixth cactus.
- Down on the left side when entering the pyramid.
- On the left side of the digging area with the key.
- Above the pyramid before you reach Tryclyde.

YOSHI EGGS

- Drop the Potion by a ladder in the second area.
- Grab the Potion on the right side when you enter the pyramid, then drop it on the same platform.



Tips & Cheats



WORLD THREE

LEVEL ONE

This is where things start getting a lot more tricky. If you're in a rush, you can warp straight to World Five! Jump down the waterfall to a secret cave. Grab a Potion and make a door here. When you go through, jump down the pot to warp! There's even a shortcut straight to the Birdo too! All you have to do is climb the big vine here, and then run and jump to the left. Go through the door here, and destroy the wall. Then jump onto the blocks and it's another Super Jump to the left, and you're laughing all the way to the boss!

CRUCIAL ITEMS! ACE COINS

- In the second area, just above the first door you see.
- Down the waterfall here, on the left.
- Get on the carpet and fly to the central area.
- To the left of the vine just up ahead.
- Impossible to miss if you take the shortcut to Birdo.

YOSHI EGGS

- The first egg should appear if you follow the instructions to warp to World Five.
- There is a green hill far away, when you see a Panser in the clouds. Jump on top, and grab the Potion. Use it, and you'll see the egg above in a cloud.

LEVEL TWO

A very difficult mission, with lots of running to do, and bombs a-plenty! No shortcuts either, unfortunately! There's a chance to get loads of extra lives, however, in the key area. Grab the giant Pow block, then throw and run with it. There's always a couple of 1-Ups in this, and you can exit and do it again as much as you want! Also, make full use of the heart in the boss area, and always keep it handy. If it's gone, and you're down on energy, leave through the door and start again – it might just save your life!

CRUCIAL ITEMS! ACE COINS

- Look for the poles in the first area: there's an Ace Coin in between two of them.

- There's a POW block over a hole here. Look to the left of it.
- Near the Potion at the end of the first area.
- When first you appear underground, head as far left as possible.
- On your way to a ladder underground (while jumping over vicious pits) you'll see a coin near the three pillars.

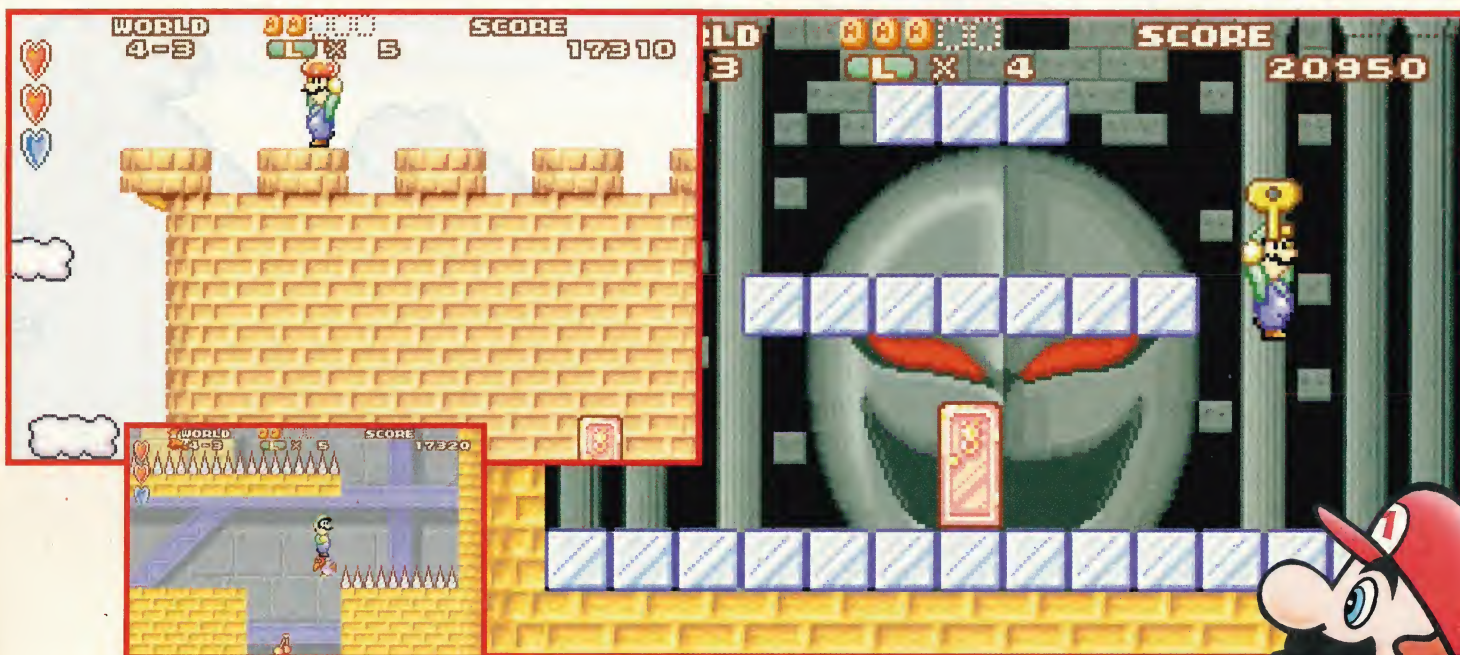
YOSHI EGGS

- Grab the Potion where you found the third Ace Coin. Use it on the hill here, and the egg will drop onto some blocks. Be quick!
- When you reach the ladder that leads to Birdo, head left. Grab a bomb-plant and blow up the wall here. Now use the first Potion you find and look to the left!

LEVEL THREE

An absolutely massive, and nasty, level. But you lazy cheaters will be glad to hear that there are plenty of chances for trickery here. Firstly, you can get 99 lives by taking a risk on the ever-dangerous key area. Grab a shell from the plants up above. Now look below for the hole by the door. Shy Guys will show up, so all you have to do is throw the shell and start





destroying them. They'll just jump straight in! Keep on doing it and eventually you'll have a ridiculous amount of lives! If that weren't enough, you can skip the nasty key part of the level altogether! In the third area, go through the door at the end, grab a jumping Ninji and climb to the top of the screen. Place the perisher on the platform at the far left, by the dead end. Then Super Jump from on top, when he's at the top of his jump. Head left, and you'll have saved a lot of time! When you finally reach the Robo-Birdo, it's best to hang on the chains as much as possible, only coming down to swiftly grab her eggs and chuck them at her before returning. To be honest, there are plenty of power-ups to help you, so don't get intimidated!

CRUCIAL ITEMS! ACE COINS

- In the second area, above the last post.
- Through the first door after you get the key. Super Jump up to it.
- When reaching the cave exit, look to the left.
- Then when you reach the cave exit, it's just above it!
- Check out the platform behind the hawk's mouth at the end.

YOSHI EGGS

- In the second area, drop a Potion in the middle of the three different-sized posts.
- When you're exploring the dangerous area with the cross-platforms, keep going up the screen until you reach the well-guarded blue platform. Carefully get up the ladder to your right and grab a Potion. Using it on the blue platform will reveal the egg.

WORLD FOUR

LEVEL ONE

Did anyone noticing it getting chilly? Maybe, but at least you're out of those caves! These levels are pretty easy, so don't worry!

CRUCIAL ITEMS! ACE COINS

- Above the fish right at the start.
- Below the second platform, and below the third!
- Above the mental in the second area.
- And further along, if you jump from the last pole.

YOSHI EGGS

- Look for the jumping fish near where you found an Ace Coin. Use a Potion here for egg goodness.
- Rather than getting straight in the rocket, first try and find a Potion to use. There's the egg, baby!

LEVEL TWO

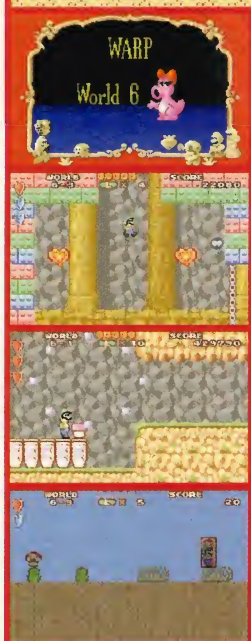
Another offensively easy level. Just don't slip too far! Believe it or not, you can also warp again here. Look for the fourth whale you see, and get the Potion from the right. The next pot you find will warp you to World Six if you use the Potion before going through.

CRUCIAL ITEMS! ACE COINS

- Right there in the first area.
- Just there a bit further on, after the first big jump!
- Nesting on an unsuspecting whale's tail.
- Guess what? Another whale's got one on his tail.
- If you find the autobomb, it's not far away



Tips & Cheats



YOSHI EGGS

- Get the Potion from on top of one of the first whales. Use it on the second whale you see.
- Past the whales, grab the Potion from the pillars, and use it on the forthcoming icecube.

LEVEL THREE

A massive level, with a slightly harder boss to face at the end. Lots of egg-riding, and other popular pastimes. You can cut a bit out of the adventure when you reach the door to the castle by doing a massive jump to the right instead of going through. You'll meet Fry Guy at the end. Lots of Mushroom-block throwing, so it's just down to skill really. He'll take three hits, and then split into three smaller Fry Guys. One hit each, and you're through to the next world.

CRUCIAL ITEMS! ACE COINS

- It takes a big jump, but when you reach the little island after the stretch of water at the start, you'll see it just above.
- Through the first door, up and to the left.

- When it's Shy Guy riding time, you won't be able to miss the coin.
- Look just right of the locked door – wow, a coin!
- Just before you enter Fry Guy's chamber, look up and to the left.

YOSHI EGGS

- Grab a Potion right at the start and head left. When you reach the icy plants, use the Potion and the egg will materialise on the central plant.
- Go through the top door in the castle, and grab the potion. Now exit and use the potion on the leftmost rampart.

WORLD FIVE

LEVEL ONE

These foresty levels aren't too much trouble, but the green Birdo at the end can take a while, as she only shoots fireballs and there's only one Mushroom to get her with. Take your time, and remember to only go for the block once it's well in the open!

CRUCIAL ITEMS! ACE COINS

- The first is clearly visible right at the start.
- Look for the first set of log platforms, and you'll find four here, the second one towards the bottom, and the third requires using the fish as platforms, so careful jumping! The last one requires you to use the last fish as a platform, and it's right at the bottom.

YOSHI EGGS

- Grab a Potion and make it past all these jumping fish. Use the Potion so you can get the egg from the platform ahead.
- A very tricky operation, best carried out with Luigi. When you reach the very last log, step onto the left side, and leap as high as possible over to the left, over the top of the screen, grabbing the hovering Mushroom a little lower down here. Then Use a Potion and the egg will drop through the opened space.

LEVEL TWO

Another nasty Birdo awaits you at the end here, but at least she shoots eggs for you to use. There are also plenty of Trouters to throw here, which reappear if you go off the screen and return.





CRUCIAL ITEMS!

ACE COINS

- When you reach the Hoopsters, super jump to the left.
- There's an Ostro to be ridden over some Porcupos – another massive jump to be done.
- Another massive jump between two Hoopsters right here.
- Look for a pot up in the clouds, and it's right near.
- Next, when you find yourself in free-fall, steer to the left to get the last coin.

YOSHI EGGS

- Remember those thin posts over the deadly pits? Take a Potion here and drop it on the middle post.
- When climbing the huge vine to the clouds, grab a Potion and get on a Hoopster. Now use the Potion at the top to find the egg in the cloud by the door here.

LEVEL THREE

Another very tricky level, but it contains a warp to the last world right at the start. See the pot? Jump up to it and use a Potion. Jump in, and you've saved yourself a bit of shoe leather! If you do want to face the nasty Clawgrip, beware. He throws stones which can be avoided quite well, ducking and jumping. Then grab them and hit him several times to win through.

CRUCIAL ITEMS!

ACE COINS

- Look just above the pot at the start.
- There's one between the first two big trees.
- When you reach the sand, you can't miss it.
- Get on the carpet and soar up high for the fourth. Then duck down lower for the last one.

YOSHI EGGS

- Grab a Potion at the start and make for the T-logs. Use the Potion here to see the egg.
- Tricky. When you get the Mushroom

blocking the Bobombs, place it so they can wander round and destroy the floor here. Now grab it again and go down. Drop it on the left of the platform below, and use a Potion (from the left) on top of the Mushroom. Duck and jump onto the Mushroom, and through the door, before Super Jumping up to the egg. If you can.

WORLD SIX

LEVEL ONE

The hardest thing about this level is getting through the locked door. You need to enter the fifth pot from the right to get the key, and get to the door quick! Inside is a green Birdo. You can just chuck the Mushrooms, or use some as protection against her fireballs.

CRUCIAL ITEMS!

ACE COINS

- Super Jump from the first set of cacti..
- Grab a Pokey to ride on, and jump from it between the fourth and fifth logs.
- Before you reach the door at first, look in among the cacti.
- Go through the door, and head to the lower left side.
- The last one is above the pot eighth from the right towards the end.

YOSHI EGGS

- Get the Potion right at the start and use it on top of the pot. Grab the egg before it sinks.
- In the many-potted area at the end, grab a Potion and use it!

LEVEL TWO

A lot of flying in this one. Ride a low one to hop up to a higher Albatross, for best results. The Birdo at the end is just another formality.

CRUCIAL ITEMS!

ACE COINS

- Aim high up right at the start.
- There's a tall post where you can get a Potion. And a coin right before it. Now the next two follow right on, each one higher than the last. May take practise to get all three!
- The final coin is further along, and right at the bottom. Almost impossible to get it and survive, folks!

YOSHI EGGS

- Grab the potion on the tall post mentioned earlier, use it, and there's an egg!
- You may have to exit and re-enter to get the crucial Potion for this egg. When you have it, the egg is on the last post before the door, by the Ninji.

LEVEL THREE

No worries here, you can skip right to the bosses from the start! If you head left and sink under the sand, you can then shuffle over to the far left, and through the door to a big jump, and then the boss! The rodent rascal's back, and he's got a shocking friend! The Sparky fellow's not that hard to avoid, but one of Mouser's bombs may knock it out pretty quickly anyway.

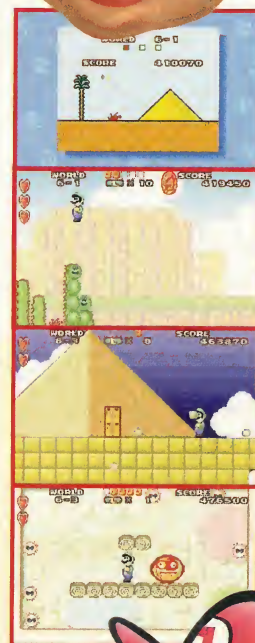
CRUCIAL ITEMS!

ACE COINS

- There's one just before carcass log number one.
- Climb up high, and it's just there, folks! And another, further to the left. Too easy!
- There are five vines full of Hoopsters, Get underneath it for coin four.
- On the last climb up, you'll have to Super Jump to the left. May take a few tries.

YOSHI EGGS

- Use a Potion on the very first carcass log. The egg will sink fast, so look busy!
- When you reach the pot containing a Potion up in the clouds, use it just outside, and the egg will appear on a cloud.



Tips & Cheats



WORLD SEVEN

LEVEL ONE

The final missions! And only two, but both packed with lethal tasks. Plenty of Albatosses to ride, and perils to face. It's pure platform action, which only you can do!

CRUCIAL ITEMS! ACE COINS

- When you reach the second blocky bridge, you'll see it in the air.
- Then grab a ride left from the Albatoss for the next one. Fly far to the left.
- Rocket up, and then jump from the post to your left.
- Further on, there's a trapped Sparky fellow, and a coin just above.
- Er, hello? It's right by Birdo! Are you blind?

YOSHI EGGS

- Get the Potion from by where you got the first coin. Use it by the post.
- Get to the top of the very last area. Use the potion here, and another omelette ingredient is yours.



LEVEL TWO

Here we are at the very end. Aw, we've learnt so much together, haven't we? Please yourself. Again, it's up to your own superlative platforming skills to get through to the end. Remember, though, there are two Birdos to be defeated once you've got your way through the mazes. One of them has the final key, so you'll have to look after yourself and get them both killed! Once you've got the key and past the EVIL Phanto, beware of the Hawk's face. No longer the door to freedom, now it's your enemy! Avoid it's swoops at all costs, and finish it off with several Mushrooms. Then you must finally face the might of Wart. But there are still the coins and eggs to get, if you're feeling particularly brave!

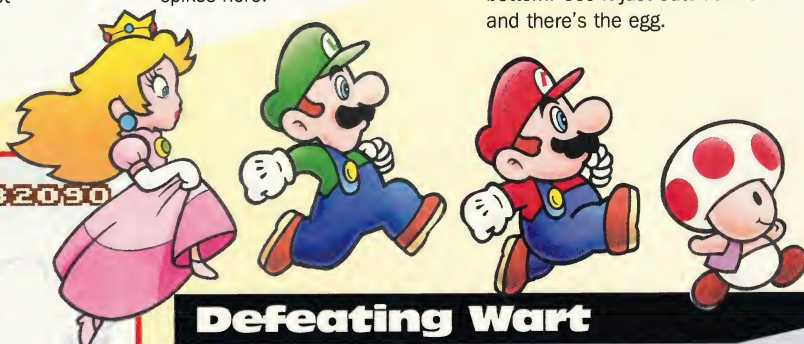
CRUCIAL ITEMS! ACE COINS

- In the first room you enter, you'll have to perform a crafty duck-jump to the right, past the Bobomb pot. Keep going right, and the coin is by some spikes here.

- Further up, climb the chains past the treadmill and look for the coin surrounded by Sparks in the centre of the room (go left first). Be careful getting it!
- Carry on climbing left, and go through the door. A coin is down the ladders and to the left.
- Through the next door further up the chains.
- When you've defeated one of the Birdos, head down a chain here and you'll find it at the bottom, near some spikes. If you don't get it at first, try the next Birdo. Not easy, unfortunately.

YOSHI EGGS

- Go down the chain left of the first coin you collected. The down through all the dangers, and through the door at the bottom. Then head right and through the next door you come upon. Grab the potion, and use it back outside. Fair enough? Probably not.
- Go to the room where you found the third coin, and get the Potion from the bottom. Use it just outside the door and there's the egg.



Defeating Wart

To be honest, after getting through the nightmare that is the last level, killing this big toad is a piece of gateau. He hates vegetables, so it's crucial to time your throws right. Jumping and floating from the two purple platforms makes it easy to avoid his attacks, but it can be tricky to get down, pluck a turnip, and get it in his gob at just the right moment. Especially when you have to do it several times. After less than ten forced feeds though, the nasty thing is down, and you've completed the game! Now you can celebrate while Mario sleeps on, or of course, go right back to the start and get looking for those Yoshi eggs! Or have a cup of tea. Any of those options is good.

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Tips & Cheats



Tony Hawk's Pro Skater 2

Cheats

All Cheats On the start menu screen hold **R** and press **B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left**

Spiderman Character On the start menu screen hold **R** and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start**

Mindy Character On the start menu screen hold **R** and press **A, Left, Left, Up, Right, B, A, Start**

In game cheats

Loads a Money Pause the game and then hold **R** whilst pressing **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**

Levels Open Pause the game and then hold **R** whilst pressing **A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down**

Spider-Man Sticky Feet Pause the game and then hold **R** whilst pressing **Right, A, Down, B, A, Start, Down, A, Right, Down**

Blood Off Pause the game and then hold **R** whilst pressing **B, Left, Up, Down, Left, Start, Start**

Controlling your rider

It is important to get a feel for your chosen skater and learn to use the characters' strengths. You may feel a little shaky at first but once you have landed a few tricks your confidence will soar. Learn to manoeuvre the board to get around the park and then once you get moving you can try to go for the higher ledges and larger ramps.

Controls

Up Jump Forwards / Exit pool
Down Brake / Lean Backwards
Left Left turn / Balance
Right Right turn / Balance
B Crouch / Ollie
A Grind
L Flip Trick / Nollie
R Grab Trick / Switch



Pulling off stunts

To begin with it is good practice to aim for easy tricks, with a few twists to add extra points. As you get more proficient you can then try to add a kickflip into the move or maybe even go for one of the special moves. Landing tricks will cause your special meter to rise and when it maxes out you can go for some really big air.

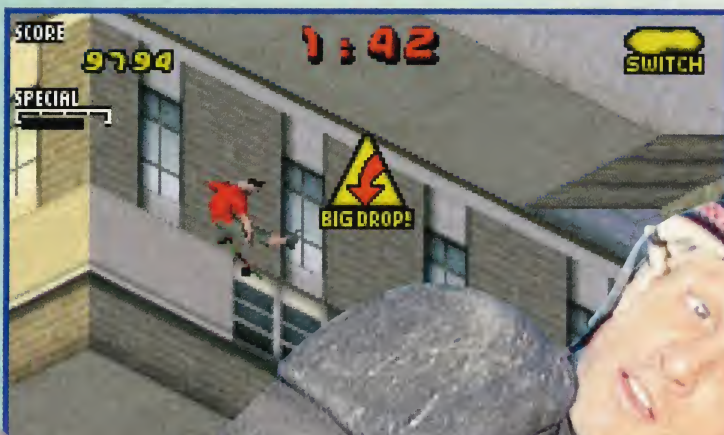
Achieving all goals and cash

Achieving all the goals and cash can be a bit of a struggle for a while until you get used to controlling your skater. You will never get all goals in a single run until you are an expert on the ramps and know exactly where everything is. Start by choosing a goal from the list and then set about achieving the one task at a time. If you complete the task quickly then try to go for an easy target or just ride like mad to go for the score prizes.

Buying New Skills

When you achieve your goals in the parks you will be rewarded with cash. This money can be used to raise your character's attributes or buy new equipment. When you have saved a lot of cash, you can even buy extra special moves, but you would be wise to build up your character as well. Reaching some of the higher ledges may not be achievable without plenty of speed and air.





The Stars

Choosing a rider is very important as they each have different abilities. Choose a character that has easy to remember special moves or one with easy button combinations. This way you can go for some huge points when your special meter is nearing maximum.

Tony Hawk

Riding Style **Goofy**

Speciality **Vert**

SPECIAL TRICKS

BS Overtum **Down, Left, A**

The 900 **Right, Down, R**

Sacktap **Up, Down, R**

Bob Burnquist

Riding Style **Regular**

Speciality **All Around**

SPECIAL TRICKS

Racket Air **Left, Down, R**

BS Rocket Tailslide **Up, Down, A**

One Foot Smith **Right, Down, A**

Steve Caballero

Riding Style **Goofy**

Speciality **All Around**

SPECIAL TRICKS

Hang Ten **Right, Up, A**

Triple Kickflip **Up, Left, L**

FS 540 **Right, Left, R**

Kareem Campbell

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Ghetto Bird **Down, Up, L**

Nosegrind to Pivot **Down, Up, A**

Casper **Left, Down, R**

Rune Glifberg

Riding Style **Regular**

Speciality **Vert**

SPECIAL TRICKS

Kickflip 1 Foot Tail **Left, Down, L**

One Foot Bluntslide **Left, Up, A**

Christ Air **Left, Right, R**

Eric Koston

Riding Style **Goofy**

Speciality **Street**

SPECIAL TRICKS

Pizza Guy **Down, Left, R**

The Fandangle **Right, Down, A**

Indy Frontflip **Down, Up, R**

Bucky Lasek

Riding Style **Regular**

Speciality **Vert**

SPECIAL TRICKS

One Foot Japan **Up, Right, R**

The Big Hitter **Left, Down, A**

Fingerflip Airwalk **Left, Right, R**

Rodney Mullen

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Nollieflip Underflip **Down, Left, L**

Heelflip Darkslide **Right, Left, A**

Casper to 360 Flip **Down, Right, R**

Chad Muska

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

BS Hurricane **Down, Right, A**

Mute Backflip **Up, Down, R**

Muska Nose Man **Right, Up, R**

Andrew Reynolds

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Triple Heelflip **Up, Right, L**

Nosegrab Tailslide **Up, Down, A**

Hardflip Late Flip **Up, Down, L**

Geoff Rowley

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Half Flip Casper **Right, Left, L**

Rowley Darkslide **Left, Right, A**

Double Hardflip **Right, Down, L**

Elissa Steamer

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Madonna Tailslide **Up, Left, A**

Hospital Flip **Left, Right, L**

Indy Backflip **Up, Down, R**

Jamie Thomas

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Beni F-Flip. Crooks **Down, Up, A**

Laser Flip **Down, Right, L**

One Foot Nose Man **Left, Up, R**

Spider-Man

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Spidey Grind **Left, Right, A**

Spidey Varial **Left, Right, L**

Spidey Flip **Up, Down, R**

Mindy

Riding Style **Regular**

Speciality **Street**

SPECIAL TRICKS

Teargas Slide **Left, Right, A**

386 Backflip **Up, Down, R**

Rubber Bullet Flip **Down, Left, L**

Tips & Cheats



Area 1 - Hangar Meacham Field, TX

Total Cash Available = \$2,550

CHECKLIST

| TASK | PRIZE MONEY |
|----------------------------|-------------|
| High Score - 10,000 | \$100 |
| Pro Score - 25,000 | \$200 |
| SICK Score! - 75,000 | \$500 |

TIPS Getting the scores is actually a lot easier than you imagine, once you start to land a few combos. The High score and Pro score can be seen to easily and for the sick score you will have to go for it. Leap back and forth across the halfpipe adding gap bonuses into the mix enabling a much higher score. Remember to mix your stunts adding twists and flips to increase the score.

Collect S-K-A-T-E \$150

TIPS This task is not too hard to achieve. Leap over the halfpipe to grab the S, then leap over the plane to collect the A. Continue towards the wall in the centre of the hangar and then jump over the concrete into the pipe next door and grab the E along the way. Leap over the chopper and go for some air off the pipe ahead to grab the K. The finish the task, head right immediately and then grind across the rail in the centre, where the E is waiting.

Barrel Hunt \$150

TIPS The five barrels are easy to spot so you should have no trouble completing the task. Just take a short ride around the level avoiding the ramps and you will find all five barrels. You will need to leap over the wall in the



middle, but the rest of this task is down to board control.

Collect 5 Pilot Wings \$250

TIPS The Pilot Wings also shouldn't be too much hassle once you have mastered control of your board. You may need to get a fair amount of air, but they are quite large and extremely easy to locate.

Nosegrind Over the Pipe \$150

TIPS Simplest task in the world. From the start roll down the hill and press up and grind across the pipe. You will nose grind to the far side of the pipe and claim plenty of bonus points too.

Hit 3 Hangtime Gaps \$150

TIPS These special bonuses are awarded for leaping over the top of obstacles. Leap over the halfpipe, plane and chopper and you can finish this task and score some heavy points as well.

Find the Secret Tape \$150

TIPS Grind the thin ledge on the edge of the halfpipe to open the wind tunnel, then head to the far end of the arena and leap over the low ramp under the E. The secret tape can be found above the entrance inside this hidden area.

100% Goals and Cash \$200

TIPS Keep your eyes open for extra cash whilst riding the course. Most bonuses you will collect whilst completing the other tasks.



Area 2 - School II Southern Cali

Total Cash Available = \$3,800

CHECKLIST

| TASK | PRIZE MONEY |
|-----------------------------|-------------|
| High Score - 15,000 | \$200 |
| Pro Score - 40,000 | \$350 |
| SICK Score! - 100,000 | \$500 |

TIPS Make sure you perform different combinations of moves in order to really rack up the points. Aim for big tricks over the gaps for bigger bonuses.

Collect S-K-A-T-E \$400

TIPS Head right and grind to find the S but remember to jump to collect it. Continue down the ramp and go for a huge trick above the pipe to grab the K, then head right and into the next area of the park. Stick to the left and grind the nearby rail then hop to collect the A. Move right and then take a long trek to the end where you'll spot the T above the ramp, the move to the right to find another grind rail and a waiting E.

Wallride 5 Bells \$500

TIPS Finding the bells are not too hard, as they are all attached to walls. The difficult part is to wall ride over them. Aim for the bell when to ride towards the wall, then jump straight at it. As you near the bell press A to grind and you should wall ride over the top.

Collect 5 Hall Passes \$500

TIPS Again the hall passes should be no problem as they are fairly easy to spot. Most of them require you to get a little air, but if you concentrate on getting these alone you will have no problems.



Kickflip TC's Roof Gap \$400

TIPS Head straight down the stairs and bear slightly left, then leap from the small kicker up to the nearby roof. Leap over the to next building ahead and press Left and L to perform a Kickflip.

Grind 3 Roll Call Rails \$500

TIPS These rails are fairly well split up, but finding them is not too hard. The rail near the start is the first and the second can be found in the very bottom corner of the grounds. The last rail is on TC's Roof and you should know how to get there.

Find the Secret Tape \$500

TIPS Head left and follow the trail to a quarter pipe all on its own. Leap from this ramp to the rooftops and then continue straight ahead. Take a huge leap off each jump and you'll grab the secret tape.

100% Goals and Cash \$500

TIPS There is quite a large sum of cash littered around the school and most of it is fairly easy to find. You don't need to collect it all at once, so keep your eyes open for it and grab it when you can.

Competition 1 - The Bluetorch Pro Bowl

Marseille, France

Total Cash Available = \$4,550

TIPS You have three rounds to impress the judges and after each round the scores will be added up. Only your best two runs count, so try to give it your all. The main way to score high is to ensure that you do not fall off and that you land your special tricks. Remember to mix up your tricks and throw a few grinds in as well to show you can do more than





get big air. You can claim \$4000 for winning the gold!

Area 3 - Warehouse

Troy, NY

Total Cash Available = \$15,100

CHECKLIST

| TASK | PRIZE MONEY |
|-----------------------------|-------------|
| High Score - 20,000 | \$1,500 |
| Pro Score - 50,000 | \$1,700 |
| SICK Score! - 150,000 | \$2,000 |

The only problem you face here is the SICK score. It is definitely possible to amass this huge amount of points, but you will need to go for some incredible airs. Use the special to increase the score further and try alternating your grinds.

Collect S-K-A-T-E \$1,500

Head for the middle of the park and leap across the gap between the two small kickers to grab the S. Use the quarterpipe near the taxi to grab some huge and pick up the K, then leap over the Taxi to collect the A. Leap across the halfpipe to find the T and then return to the start and look to the left to grab the final E.

Destroy 5 Crates \$1,250

The crates are not too hard to find, but you'll need to have mastered getting onto the top of ramps. Leave this task until last and you will have found most of the crates along the way and can then concentrate on getting to them all within the time limit.

Collect 5 Spray Cans \$1,000

If you haven't spent any money increasing your stats, do so now, to make your tasks a little easier. The cans aren't that tough to find, but you will need to get plenty of air to reach a couple of them. With a



maxed out skater you should have very little trouble reaching your targets.

5-0 the Big Rail \$1,250

Head for the huge rail in the centre of the arena and then grind along it by pressing Down and A.

Hit 3 Oldskool Caps \$1,500

Once again these gaps are not too tricky to find. The troublesome gap is the leap over the quarterpipes, but by getting plenty of speed and pressing up as you star you jump.

Find the Secret Tape \$1500

This is a tough tape to reach at first, but after several attempts you will make it to the tape. In order to reach the rail you must get a fair amount of speed and then leap up to the high rail. Maintain your balance and keep grinding, then leap across to the next rail on the left. Continue to grind and you will collect the secret tape.

100% Goals and Cash \$1250

Once again make sure that if you spot spare cash lying around you grab it straight away. There is a fair bit of cash scattered about to add to your trick buying fund.

Area 4 - NY City

New York

Total Cash Available = \$18,700

CHECKLIST

| TASK | PRIZE MONEY |
|-----------------------------|-------------|
| High Score - 50,000 | \$1,500 |
| Pro Score - 125,000 | \$1,700 |
| SICK Score! - 250,000 | \$2,000 |

This time around you really have got a challenge on your hands to reach these top scores. You will need to keep hitting the gaps and perform all



of your special moves to have any chance of grabbing the SICK score. Go for it!

Collect S-K-A-T-E \$2000

Wall ride the wall near the start to grab the S, then head down to the blue cow. Perform a huge air off the big ramp and collect the K high above the ground. Search the benches on the level to find the A and the T, and then follow the edge of the arena to locate the E.

Ollie the Hydrants \$1250

This is a very straightforward task to complete as the Hydrants are out in the open. Simply leap over the top of the to complete your goal.

Collect 5 Subway Tokens \$2000

Once again you should have no difficulty grabbing these tokens as you explore the park. A couple are fairly high up, but with your character maxed out you should have no trouble reaching them. Make note of where they are whilst you are tackling your other tasks.

50-50 Joey's Sculpture \$2500

This can be a little tricky at times, but by now you should be a fairly accomplished skater. Head for the sculpture and take the time to set yourself up for the grind. Head straight for the rail and just press the A button to perform the move.

Wrangle the Blue Cow \$2000

Locate the blue cow and leap over the creature twice using different ramps. To finally Wrangle the cow perform a grind along its back.



Find the Secret Tape \$2000

This tape is by far the most difficult in the game and plenty of practice will be required before you can collect it. Aim for the really high rail and make your way up using a wall ride. Maintain your balance and continue to grind the leap across and grind the electric sign. Continue all the way to the fire escape, then grind your way up to the secret tape. If you are not going fast enough, you will have to try again.

100% Goals and Cash \$1250

There is a fair amount of cash to grab on this final level, but that won't be the problem here. Your main worry is to grab the secret tape and also tackle the SICK score. Good luck!

Competition 2 Skate Street

Ventura

Total Cash Available = \$35,500

The ultimate competition to test your skills for bug money prizes. You will need to ensure a crash free run and also land a whole range of big scoring tricks. Once again your best two rounds count so really go for the huge airs. Your special moves will need to be used to stand any chance of claiming gold.

FINAL NOTE

Congratulations you have finished the game. Head back to the beginning and pick another character, then start to make your way through the game again. To unlock new characters and a secret level, you will need to beat the game with all of the characters.



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